

SILENT HILL 2 THE MUMMY ISS 2000 AND PRO EVOLUTION 2 UNREAL TOURNAMENT FEAR EFFECT: RETRO HELIX CRASH BASH GRAN TURISMO 3 (OH YES) THE GRINCH OPM VS... ALEX FERGUSON



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Medie With Passion

Editor's Letter



There's a beast lurking within these pages. A monster we created ourselves. It starts on page 60, ends a massive 22 pages later, and is our

all-consuming PlayStation 2 launch feature that finally lays bare Sony's killer app.

It almost killed us. It was worth it though. We've scoured the Earth for answers to every last PS2 question we've been asked ("Does PS1 play PS2 games?" Er, no), sucked the best Sony brains dry to find out how the thing works and invalidated our warranty taking one apart. We wanted to bring you the full PS2 monty inside and out, so if you're wondering what it looks like naked, flip to page 62.

The first OPM PS2 reviews start on page 76. Tekken Tag, Ridge V... the prospect is pant-watering, though they could never live up to the hype. Mostly they're old favourites decked out in shiny new polygon outfits. But bear in mind, the launch titles represent the first stab at PS2 game design.

Strangely its still PS1 titles that are knocking us dead. Without graphical camouflage to fall back on, developers have no option but to turn up the gameplay. Which explains Tomb Raider Chronicles. We thought Lara should have hung up her shooters last time but Core has pulled it out the bag. The review on page 102 explains all.

Finally, I'd like to say goodbye to OPM's longest-serving team member, dashing art ed Milford Coppock. He'll be much missed.

Anyway, who's for some TRC?

Mark Donald (Editor)

STARTUP





STORIES



Tomb Raider Chronicles 102

Is Lara dead? She doesn't look like a gorna to us Check out our exclusive review to find out why



PS2 Uncovered

Inside and out, we've got PlayStation 2 completely covered - over 22 pages



Final Fantasy IX

Exclusive first play of the final Fantsay on PS1, plus interviews with the makers and a look at the future



Crash Bash

046

The loveable bandicoot goes bonkers in the wildest game of the year



Medal Of Honour Underground 106 Prequel to the fantastic WW2 shooter is finally here.

we put it in the firing line in our huge review



Tony Hawk's Pro Skater 2 094 Keep scraping your lose instead of notching

up the points? Let our fentastic tipe help





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Reality O Fantasy 9

It's the final Fantasy on PS1 and we've played it. Take a look ...



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Everything you ever wanted to know about Sony's new arrival

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The game of that advert with Edgar Davids and those samural robots. We no lie

Rainbow Six Rogue Spear40

Synchronise detonators for this sequel to the Tom Clancy-inspired stealth 'em up

Round Up042

A long-range scan of what's about to pop out. of the development wormhole

EAR EFFECT 2 RETRO HELIX

RAINBOW SIX ROGUE SPEAF

PREVIEWS

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Wresting polar bears is, apparently, what the orange one does for fun. And it's party-time

Dirty, linen-clad tomb owners wreak their revenge on peaky, seal-breaking burglars

Dumb clucks must construct mad machines to escape rural pie-makers

Alex Ferguson's Player Manager 2001052

Please Sir by keeping squad club and board happy. Management at the deep end

Large, green manster seeks good townspeople with merry Christmas in need of ruining

Konemi goes back to beside with the letest. instalment of this star soccer series



FEATURES

Now we are nins, is this still the greatest videogenne series ever? We have an exclusive play of the PAL version, talk to everyone who matters from Squine, and show you exactly what you're waiting for

Find out the facts behind the greatest console faunch ever. We tell you what you'll be playing on it, what you can plug into it, and how it's going to slep a whopping great grin on to the face of home entertainment



"PS2 is in position to harness the imminent explosion"

DANCING STAGE **EURO MIX**

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Tomb Raider Chronicles

You can't keep a good girl down... Even when she's dead

REVIEWS

Tomb Raider Chronicles ... 102 Lara's back (isn't all you'll be gowping at) in this time-hopping super-sequel/prequal

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Show those Nazis who's wearing the dress as you fight to free France - have it, Fritzl

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this beat 'em up spin-off

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REGULARS

A Glimpse Of The Future 006

How your PlayStation spying on your every move could lead you to ditch clunky old joypads forever

Feedback We pass on your carefully panned

apisties to our Geordie funnyman Loading

Skim the surface of the news vat to taste the letest in PS affairs

Ton Secret TDCA WTC smashed and Tony

Hawkis 2 mastered by our colony of gamesplaying obsessives

MediaReviews On the audiolink: Radiohead, Garage Anthoms and Gary Numan. Visuals

supplied by Three Kings and Tarzan MediaInterview Alex Ferguson met us in flip-flops.

We had some questions for him Subscriptions

Keep sending the money and we'll send you a whole year's worth of OPM in instalments, naturally

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CRASH BASH

PlayStation

Two complete levels of multiplayer seedness to marsupial-led, mini-game frenzy. Go on, indulge

PRINCE NASEEM BOXING

Sock it to the Prince in our three-round scrap

EAR OF THE DRAGON

CAK OF THE DRAGUIN Playable Not one, not even two, but three whole stages from the sex section or less is very as as Paystation

UNGLE BOOK

Trip the light fantastic in this amazing dance vin

THIS IS FOOTBALL 2

See if SCEE's latest algoing would be first on your trem sheet in this least of football action

HE WORLD IS NOT ENOUGH

No? Then how about seeing what 807's been up to?

Muppet Monster ADVENTURE

Robin the frog corries over all governme. Spoolly

KOUDELKA

Scare yourself silly with this nothic horror RPG

MAT HOFFMAN'S PRO BMX

Grind your page in anticipation of this gnorly ride

MONSTER RANCHER

Here are some beasts our CDs made earlier

DOWNLOADS

- SILENT HILL
- Access the special Next Fear Model
- KURUSHI
- WIPEOUT 3



A SNEAKY PEEK AT THE FUTURE OF PLAYSTATION -AND BEYOND ...

HIGH FLYER

- The future of interactive gaming?
- Sony's secret projects
- Pop-up video
- Come fly with me ...

Is there no end to the madness spilling from the minds of Sony's R&D teams? The latest offering, fresh from Dr Richard Marks of SCEA, is a way of interacting with objects on screen in real time. OPM recently got a chance to sample this yet-tobe named innovation

Clutching a bright blue plastic stick that looked suspiciously like a toy light sabre. OPM found itself standing in front of a TV showing a cartoon cauldron boiling with bubbles. Apparently the 'sword' in our hand could directly control a little blade that popped up on-screen. Sure enough, a few tentative stabs at the screen made the rendered sword dance around mimicking our movements. So far so good, but what made it better was that each time the blade 'hit' the bubbles pouring from the pot, they'd bounce off and dip back down. True interaction.

just took a cheap Web camera and plugged it into PlayStation 2's USB socket," explains Paul Holman of Sony R&D, "then we got hold of some code that we'd used for an earlier tech demo and wrote a simple driver that enabled the camera to recognise objects' movement." Swapping the sword for a blue stick skewered with a bright orange plastic football, we found ourselves in control of a morning star. The spiked ball whipped around as the stick was shaken, scattering bubbles

"The camera looks specifically for shapes and colours," continues Paul, "Once it picks up on the image, it works kind of like blue screen (the same technology Michael Fish uses to put clouds on the map) but it remembers your position in one frame, then recognises the movement between frames."

While it's only intended to show developers what's possible, in theory this technology could be implemented in games very soon, as it requires nothing more than the camera and a few bits of brightly coloured plastic to work.

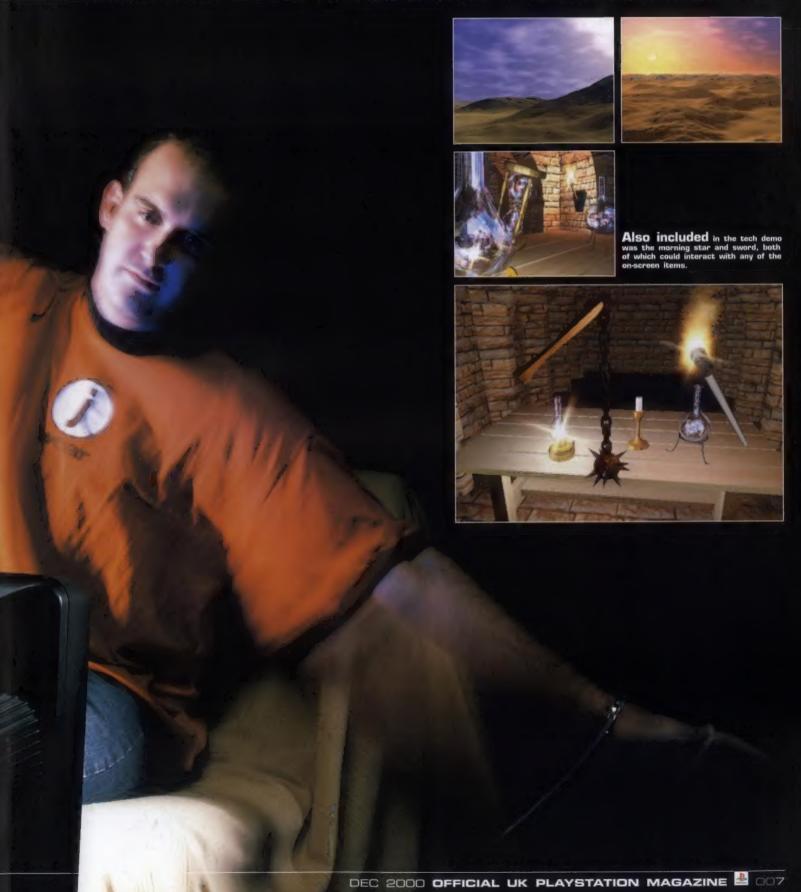
The second feature, tentatively named the 'flying' demo on the grounds that it revolved around, um, flying, opened with a huge green swathe of land. OPM took up position in front of the camera with arms held aloft mimicking the wings of a bird. As we began to 'flap', the screen shifted and the camera began to soar across the landscape. The harder we flapped, the faster the 'bird' flew. This was a free-roaming area too spreading our arms wide and dropping our shoulders to the left made the camera bank sharply to the left. When we stopped moving, the bird began to drop to the point where you could see the shadow of a glant eagle rushing across the landscape. Of course, it begged the question: what would happen if you just dropped your arms? We did try, but sadly it ended in tragedy, Within a matter of seconds, our virtual bird stoved into the ground and the screen faded to black.

The possibilities for next-gen shooters or flying games are endless. So will the future see us flapping around the futuristic tracks of Wipeout 8? Er, hope not. .

Dan Mavers



A GLIMPSE OF THE FUTURE







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PlayStation

systation

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FEDBA(C)

THOSE WHO RANT AND CURSE WHILE SWIGGING DOWN THE PUB, SHUT YOUR TRAP AND DROP US A LINE GIVING US THE RUB OF YOUR ARGUMENT



EDITED BY

Lee Hall, OPM's dazed and confused staff writer Mail us them queries, ovestions and comments at opm@futurenet.co.uk

have to ask if these latest instalments are really living up to the legend.

Duncan Leigh **Blackburn**

Opinions, opinions Duncan, But remember, games can still be great despite their little imperfections.



UNDER REVIEW

Although I generally agree with all your review scores and points of view. I have to disagree with you on FFVIII - is it really as good as FFVII? It is shorter, though more difficult, than its predecessor. The battle system is far worse - by disc two your GFs are so powerful, fights become a formality - and only one in three moves are attacks. FFVII has more (and better) sub-games, and its story is event, rather than character, led.

I feel your reviewer jumped in head-first and was dazzled by the character graphics without realising how much poorer the gameplay was. (The same thing happened with Tomb Raider III). FFVII is by far the superior game, and with FFIX on the way, we

GSCube (right) is PlayStation's future, although with a few more curves

TEMPTED BY THE FRUIT OF ANOTHER

I have pre-ordered a PS2 because of the high specs and DVD, etc. Is this going to be the last console I buy? I doubt it, But is the PS3 really possible? Having read OPM63, the GSCube looks fantastic. But how good can it get, and can the developers write software to fulfil the potential of the Infamous Emotion Chip? The consoles of the future will have to be flawless as our tastes get better, but can this happen? Am I going to be tempted into buying a rival next-generation console in 2001 or 2002, or will I hang out for the PS3? Sony, my trust (and cash) is in your hands.

Peter Smith Merseyside

PS3 is years off but inevitable. It will push gaming forward in line with technological advances. Things will only stop when our desire for new technology is exhausted, which is clearly never going to happen.

WHY ISS?

The Sony PlayStation exploded into my life four years ago, and ever since I have fallen in love with some brilliant games, particularly the ISS Pro series, I loved ISS Pro '98.

and I was amazed by the even greater improvements made by ISS

STAR LETTER

FALLING IN LOVE AGAIN...

Farewell, old friend, I remember it well...

The morning of the PlayStation launch. I catch the train into town and arrive as the shop is opening. The excitement, the anticipation. I go straight to the PS bay and bask in the wonder that is before me. Those all-important first games - which one to choose? Well, I have to have Wipeout, and I need a good beat 'em up, so Toshinden it is. I go to the counter and gladly hand over my £400.

Now to get home! I am so eager to get back. But the annovance of walking! One foot in front of the other, then the other, then... oh, come on! This is taking too long! I feel nervous, hoping that no thief will realise the box of wonderment that I have in my bag. After what seems like an age, I reach home.

Rip, tear, yank... What's this paper? Oh, It's the instructions... IT'S GETTING IN THE WAY! Where's the bloody aerial socket? FUMBLE, FUMBLE, CLICK... WHIRL. It has started. What a cool start-up - the PlayStation logo. Then Wipeout begins. The intro starts.

OH MY GOD! This is like nothing before. No blue hedgehogs, no big-nosed plumbers - this has style, atmosphere and respectability. I can't help giggling with excitement and joy. This is mine! ALL MINE!

So it went from there and, although I now use my PlayStation about as often as Mark Donald has a haircut, I have respect for it. For not even the mighty PlayStation 2 will give me what that little grey box has.

Matt Owen e-mail

> Nobody has died. The great games haven't stopped coming, and I'm sorry to tell you that a bundle of the best games on the

planet are on their way to you right now, Mr Owen. It is fine to be nostalgic. We all shed a tear of joy when we heard the 'bwoar, tinkle' as the machine first started up. We miss that feeling too, but in place of the awe has come an appreciation of technically sound and, dare I say it, 'fun' games. And those are just the sort of games we are continuing to see on the trusty PlayStation. You were converted once, Matt, so open your heart and don't lose faith. Dust your machine down, kiss it and bring back good memories with new games such as Allen Resurrection, Tony Hawk's 2 and Driver 2, 1 Lookin' good. PS1 (above) is still inspiring challenge you not to fall in love again.

gameplau

Every month the sender of the Star Letter will receive copies of the top ten PlayStation games. courteey of cameplay.com

the greatest games





LETTERS

Pro Evolution, But when I saw Millennium in OPM63. I was shocked and I threw the mag down in disbelief. The first thing I thought was: why? Why attempt to change the PlayStation version for a mix of FIFA and the N64's ISS?

Siegn. Nottinghamshire

> Pick your mag up and rest your aching head, Simon, As you will have seen in OPM64, there'll be a sequel from the Pro Evolution team some time around March. We will definitely keep you posted, not least because rumour has it that Pro-Evolution 2 is shaping up to be the best football game ever.

KILLER QUEEN

If anybody is looking for a serious challenge on Vib Ribbon, I suggest they use Slipknot's Spit It Out or Marilyn Manson's Kiddle Grinder or User-Friendly. The results look like something from a torture chamber! Oh, and when is FFIX coming out? I can't wait to get it! I think anybody who actually believes that violence in games rubs off on gamers should be shot with a machine gun and then blown up with a rocket launcher while being eaten by zombies.

Chloe e-asil

> FFIX is due in February next year. I hope this news doesn't make you do anything rash.

BURNING ISSUE

Your magazine is awful. If I ever see it on the shelves of my local newsagent again it will be 20 billion years too soon and I will burn it. The reason? I was reading though a back issue and discovered it



"Goa!!" Another net-buster on FIFA 2000 - and all because of that pesky licence?

"I think anybody who actually helieves that violence in games rubs off on gamers should be shot"

contained a review of Ace Combat 3. When I found the page I couldn't believe the score. Three out of ten! You seem to think that all missions are the same. I think not. I own the series and think that Ace Combat 3 is one of the best simulations around.

Angry Reader Bedford

When you say you 'own the series', are you the our that actually owns the rights to the name, which would explain a lot, or are you one of the seven people unfortunate enough to own this drivel?

LARA-LIKE

As you can see. I bear a striking resemblance to Lara, as most people around me keep saying. However, various agencies are not doing me much good, so I thought I'd cut out



the middle man and show you my ... face! My portrayal of Lara is accurate, believable and fun!

Caroline Allott Bernsley

> Angelina Jolie watch out! Anyone need a Crash Bandicoot lookalike?

VIVA FIFA

The argument over FIFA and ISS has a simple answer. Electronic Arts' designers have less time to spend on their games because they need to know who has been promoted and relegated, and which kits and new signings have just changed the face of football. ISS doesn't have correctly named players and teams so its designers have more time to work on gameplay. Perhaps that's why it's so easy to score in FIFA.

Kent

FIFA games come out very frequently, often with seemingly superficial changes or insignificant gameplay tweaks. Often we get little more than a season update or a change to play a certain tournament - an update disc would generally do but would be less profitable.

All letters are presumed to be for publication unless marked otherwise. We reserve the right to edit letters for reasons of space and style. We cannot answer letters personally.

Write Us!

Write us here with your Feedback missives, Readers' Charts, Booty entries, It Should Be A Game ideas and, well. anything else. Also check out our shiny new space site at www.dailyradar.co.uk

FEEDBACK EXTRA

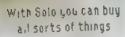
MORE ISSUES MOPPED UP BY THE OPM FEEDBACK TISSUE

Stephen Porch of Glasgow writes to "threaten" us "politely" because he has "entered almost every competition". Has he won anything? "No. Yes, that's right, no." By way of protest, he has "put a bomb under the toilet..." Aaron Page (aged eight) writes in with a suggested combo for Tony Hawk's. He

eloquently begs us to get back to him, claiming, "Reply or I will eat my hamster." Skewers for your hamster kebab are on their way, Aaron... Jonathan Aitken (the Jonathan Aitken?) so regrets selling his PlayStation he's going to buy a PSone and *Smackdown 2* (perhaps he sold it to pay off The Guardian)

As for rival consoles? "I wouldn't spit on them if they were on fire," he splutters. James Horner of Coventry is concerned that games consoles are getting "too powerful". A case of overestimating the power of PlayStation? Andrew Farrell (from some place no one's ever heard of) commits an outrageous gaffe, writing, "I would like to commemorate you on your wonderful and honest game reviews". Oi! We're not dead yet, my lad





AND STILL BE IN CONTROL OF YOUR BANK ACCOUNT

For beside it is a control of the LON ENERGE FERRONS with PLACTIC 15.1

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LL THE NEWS FROM THE WORLD

THIS MONTH...

CONSOLE KINGS

Who's the fastest Gran Turismo 2 racer in the JK? A postie from Yorkshire, thet's who page 014



OF PLAYSTATION...

FOOTIE FUTURE

ISS Pro Evolution 2 isn't due until next year - take a gender at what it's going to look like page 015



PSONE AND ONLY

it's smaller, it's better looking, it's in the shops and Insh pop sters can't get anaugh of it.



SPORTS INVASION

EA launches new versions of NBA. NHL and NASCAR 2001 and we've got the shots page 020



PLUS!

CHEFT I'D A WAR EAT CALL BEMAND INVALION OWE IN THE DOK CALIFORNIA WAITE FIRE WHEN FILERS BITE AND ALL LASET NEWS FROM LAFARE

"Truly stunning, Z.O.E. should make mech warrior games more popular when it's released next year"

TDKYO GAME SHOW

EASTWARD BOUND

KONAMI CROWNED KING OF THIS SEASON'S PACKED-TO-THE-RAFTERS TOKYO GAME SHOW



he crowds flocked once again to this autumn's instalment of the bi-annual Tokyo

Game Show, with people pouring through the doors of the Makuhari Messe Exhibition Centre to check out the latest in the world of videogames.

The largest public videogame show in the world, TGS s attended by every big-name game publisher and the autumn 2000 show featured everything wed hoped to see as we as a

Konam dominated the show with an enormous stand featuring 54 PlayStation 1 and PSL games Stealing the show in the playable games category was mideo

Kormas mech warr or opus. ZOE Citiscenes Casped with robots flying round a futur of cillandscape ght ginting off a mour rockets whizzing at targets in forces of fame. Nice y rendered was ou first thought until the game actually began and we found ourse yes throwing a robot around the screen that was exact,y the same as the one we thought was a cut scene Truly stunning ZOE should make mech warrior games more popular when ts eleased in the UK next year

While the apanese crowds were provoked into fits of ecstasy by the new Metai Gear Soild 2 video that we were treated to in Londons ECTS show a couple of months ago see OPM64 the

European contingent was looking out for something far more territying, Silent Hill 2 in a world first Konam showed a short deo for the sequel to the scarrest game yet seen on PlayStation and it looks even more horr ble than its predecessor Peeping between our fingers OPM watched as a bleeding, face ess. monster dragged a broken body around a blood spattered morgue lurgh

スホーツケームニ

With eight halls crammed wal to-wal with games there was plenty to play Koe's upcoming Winback came on Ike Metal Gear Taito's Power Shever De Go digger control er smashed up the virtual building site. Enix showed oft Bust A Groove 2001 with its

LOADING











Lights, camera, ection. The growds swermed the GTS [ned 2000] stand for a blest round Trial Monacara, but is sone Rosening Bilent Hill 2 that speaked 'em.,

happy clique peripheral Konamis time trave ig a tventure Shudow Of Mem. ric. at riled ke a complex lovel

Elsewhere a manner of exciting to him gizmos were being , we est the ike of which we be see in Eur pe very soon Thanks to developer Sunsoft we saw PS2 heared up to a pinter in ked to a digital

camero and even coine into the company contractation

Developer Ente Ban was showing + Punzer Front on PS via a pair of most on silal peripherals. The screen was to ried a net w ben strong Ownpy built goises that plugged straight into the back of the Phystation, while the sound was supplied by a par of

"Vie saw PI2 hut and up to a printer, finish to a digital camera and even out ac"

encrisous headphones But not thin kind that it werly rears there rested or your stine de s

The Tody same Show wou dot be the same without some kind of abunese werdness ic is ate and this year was no except in Ar in he or Cut re Brains hamstell and gold shi simulations. And that wasn't all OPM stunt ed across a guggle of apaties grabzurey dressela falle (ristmas it e he pers de tionstrating konamis Africa Moe, tro This was the game we first leard about balk in the spring feat ring a lond actors baton per phera. At the time we thought tivas in Apr Five bu

no its real and OPM spent a happy half hour conducting a one to the strains of ingle Be s

(a sly + if out a praceful society afer the main of cuses, veilas nativitoria gin And not is well as fles ethe Tucked away in the merchandise to PM JIK . PIPT as ard ted cated to the gans from the kes by serie Fil ze replas of the army save shirtgir Ak47s grenade a note, Mibirtes and Colt pistris hate a yive had a go trightening the photograp e we were pointing the barre at

Come the end 36,400 people ett the show with a better deal of what they be after nother the that ther ign while were eft to war int next springs show when a gent emen on the konan stand mp ed there mg to we be a playable MCS2 Expect the crowds threaty rot of for that une DM III

UNDER





LOADING









"The first chicane proved to be the cool Scots' undoing once again"



BOMEPLAY CHALLENGE

CONSOLES OF FIRE

YORKSHIRE POSTIE LEE HAMILTON BECOMES THE UK'S FIRST CONSOLE CHAMP

t was Day Eight of Sydney 2000, but the competition wasn't to win a medal, it was to bag £1,000 in the UK's first Console

Championships at London's Earl's Court,

The capital's premier exhibition venue was host to Live 2000, the definitive collection of gadgets, hi-fi wondrousness and techno marve s.

Dominating the rea of the hall was online retailer Gamep av coms Finals venue and at lom on Saturday, 23 September four heroes stepped forward, ready to battle for the title of UK

PlayStation Champion

Heats throughout August had whittled the contestants down to Lee Hamilton and Paul Taylor both from Leeds. Matt Follet from Chertsey representing the South and Allan McKay from Scotland A random sem fina

draw brought both the Leeds lads together on the High Speed Ring of Gran Turismo 2

had the lead for the first lap, but was in second place throughout the second ap. admitted Lee, a postie when not on his PS There was only the last corner to go, so I had to use Paul as a bit of a buffer by taking

him on the inside and forcing him wide "I don't mind," conceded Paul Taylor a student at Nottingham Trent University "Its the way of Gran Turismo and I would have done the same thing to Lee

Matt Foliet a games tester with FA found himself i.p against one of

the favourites schoolboy Allan McKay Roundly beaten by several seconds. Matt was just grateful he got this far

was outclassed." he admitted before being called back for the third-place play off against Pau. This time racing on the complex twists of Tahiti Road he was outclassed again coming second by three seconds. Still he got £ 50 for his troubles. Paul looked slightly happier with his £400 prize money, but could only look on as the final sts took their seats

Lee was clearly nervous while Alian seemed relaxed. The glant Tiv changed to the spilt-screen opening view of Tahit Road A countdown timer began. They were off

Alian took an early lead having drawn the front car at the start, but after catching a barrier on the first chicane Lee moved alongs de just as he tried to overtake Lee was squeezed out on the next bend, but he was still no more than a quarter of a second behind. Allan maintained his lead into the second lap but that first chicane proved to be the cool Scots undoing once again Scraping barriers on both sides he was passed by Lee and proceeded to hit more barriers on the next two corners. It was the end of Alians challenge as he never recovered losing by a full two seconds. "I'm still really nervous said Lee afterwards, clutching his £1,000 prize money. "but it feels good

Read more about the competition at www.ukconsolechamps.com



FORTH STOLEL

ISS EVOLVES AGAIN

OPM GETS FIRST PLAY OF THE JAPANESE VERSION OF PRO EVOLUTION 2



espite the imminent arrival of ISS (see page 56), many gamers are already looking

forward to ISS Pro Evolution 2 from the KCET development team, and OPM has played the Japanese code that will spawn the UK game.

Set for release next March the game will carry a FIFPro rence, enabling Konami to reproduce real player names

At first glance, the Japanese version looks very much like last years highly acclaimed ISS Pro Evolution (OPMSS 9/10), but there are several key differences to the gameplay, an mations and physics

Gone are the melodramatic rolls when you are fouled, and in their place comes a sudden slump to the ground. If you are hacked there's a chance you could sustain an injury. The crossing has been greatly enhanced too - the passes are more direct and fruitfu. than the looping, straight balls of the previous game. It's also

possible to hoof the ball into the air and plant some gravity-defying headers down the pitch

The game is discernably faster and space is at more of a premium, so you really have to plan your next move Goalkeepers can now be booked are better animated and more athietic palming shots away one-handed

With the exception of the silly looping headers, the changes are certainly for the better smoothing out Pro Evolutions niggles. More next month.

STEW TEH OF

WOLF MISSILE

SHEEP RUSTLING IS COMING TO PLAYSTATION



nfogrames is working on a game starring Wile E Coyote's not-soclever cousin, Ralph

Wolf. The puzzle/platformer, provisionally entitled Sheep Dog 'N' Wolf, will be packed with all the crazy gags and traps we've come to expect from the Road Runner cartoons.

The dea is that you first set up a series of wild contraptions and crackpot schemes and then zoom into Playing Mode where

you get to see whether you'l bag the sheep or plummet to your doom. Even if you do survive arch-enemy Sam The Sheep Dog will try to give you a pasting

You can look forward to strapping an ACME rocket to your back and making ke a jet propelled brick, as well as disguising yourself as a rock or bush to creep closer to your prey

Packed with idiocy of the highest order Sheep Dog 'N Wolf is due next April





Crying Wolf. Looking a lot like cousin Wile E, Ralph Wolf

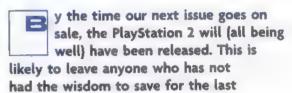


Cather ne Channon

CAT CALL

few months rather frustrated.

FEAR NOT, THERE'S LIFE IN THE OLD GEAR YET



After all, short of turning to a life of crime, your chances of just rustling up the necessary few hundred quid immediately are pretty slim. So while your more frugal friends are pouring over the shelves of their local game shop, working out which of the release titles they can afford, you could be left feeling a little down in the mouth.

If this is the case, cheer up - you've got the best of both worlds. Look on the bright side, because there are benefits to your best mates having a PS2 rather than you...

Think about it. They've had to sell all they own to get the machine, the game and the extra joypad. They're unlikely to have seen a pint for the last month, and probably won't for the next (unless it's someone else's round). And it'll be their house getting trashed as the entire pub decamps to their lounge for a game of Ridge Racer V.

By contrast, you and your PlayStation 1 have a long, fruitful and far more economical relationship ahead of you. And if you're worried about software, don't be. We've been saving for long enough that there will continue to be plenty of support for PSI, and if you didn't believe us then, just look at the disc line-up: Crash Bash, Spyro: Year Of The Dragon, Mat Hoffman's, TOCA World Touring Cars... Need we say more?

PROMOTION

FROLICS WITH 'FANTA'

GARY STELLING JETS OFF TO JAPAN FOR THE TRIP OF A LIFETIME, THANKS TO 'FANTA'



Share the fun











PSONE

EVEN RONAN'S GOT ONE! (ALLEGEDLY)

UK PSONE SALES EXCEED SONY'S EXPECTATIONS

rish pop stars are queuing up to get their hands on Sony's new pocket-sized parcel of gaming pleasure. Celtic heart-throb Ronan Keating and supergroup U2 are just some of the celebrity

set putting the new PSone in their recording studios and tour buses, according to the News Of The World.

The story surfaced shortly after the new machine's 29 September release date but Sony was unwilling to confirm whether the boys from the Emerald, sle did indeed

camp out in the midnight rain for their new consoles

Back in the real world. Sony have confirmed that UK PSone sales had reached a corking 13,000 in the first weekend of trading and was confident that the European trend would follow that

of Japan, PSone is shifting upward of 20,000 units per week in its homeland and PSone games account for 57% of the market, as opposed to a 177% share for PS2 titles Good news because a healthy PSone market means publishers will keep those games flowing



LOADING



Tany Matt

FUTURE PROOF

WHY YOUR DENTIST WILL BUY A PLAYSTATION 2

t a party the other evening, I was introduced to a friend of a friend whose opening remark was, "So. I gather you edit a videogames magazine." Inside, I groaned, expecting his next volley to be the one that most commonly follows this revelation: "That must be a laugh - sitting around playing games all day."

But it didn't come. Instead, this chap - a 30-year-old dentist, to put him in some form of context - said, "So you must've written quite a lot about PlayStation 2 recently. I put down my own £50 pre-order deposit just the other day." Clearly a keen videogamer, then, I thought

"Play a lot of games, do you?" I asked. "Not really," he replied. "I've got a PlayStation at home, but I don't really use it very often." So why was this non-hobbyist gamer itching to be one of the first people in the UK to get his hands on Sony's new console? I should have seen the response coming. "Oh, well, it's a DVD player as well, isn't it? I've been meaning to get one for a while now, and I figured I might as well do it this way."

The fact that he hadn't even bothered to find out anything about the quality of the console's DVD movie playback (perfectly agreeable, as it happens) speaks volumes about Sony's reputation. For the last 12 months DVD players have been moving further from the realms of the tech-head niche and very much into the mass-market consumer mainstream

This Christmas, such an item must be high on many a Joe Average's shopping list. So my new cavity-filling acquaintance served to make one thing especially clear: whatever other problems have beset Sony (tabloid 'rip-off' headlines, a lack of hardware) it seems to at least have its UK PS2 launch timing bang on the nose

to



GOEMAN

Before Solid Snake stole the limelight, Goemon was Konamis biggest star in Japan. Now the punk-haired ninja is on his way to PlayStation 2 in a 3D RPG/adventure. The mystic one accompanied by his faithful red-collared moggie explores dangerous mountaini fields swarming with eriemies and abandoned villages. He must leap his way



from branch to branch, or rooftop to rooftop, avoiding perilous drops and chatting to friendly monkeys, among others, as part of his quest There's plenty of work still to be done on this title, which brought mixed reactions from Tokyo show-goers. The 3D game engine will have to improve if Goemons to regain his star status.



SMASH COURT 3

A '70s vibe underpins Namco's first appearance on court since the brittiant Anna Kournikova's Smash Court Tennis. Not that you'll exactly be reliving the days of B,orn Borg and illie Nastase Smash Court 3's creators promise that there will be 24 playable characters, all with that unique cutesy anime styling you either tove or (surely not?) hate. There's a cheesy TV theme to the action, with a cartoon host and the chance to shine in a series of

televised challenges. Elsewhere, a Mini-Game Mode offers three variants on the game of bat and ball, including the Explosive Bomb Mode, which could be found in the lovely Miss Kournikova's game Four players can get in on the action so once you get tired of aceing the targets and PlayStation-controlled opponents, you can always whack your mates in the plums just for a laugh." cannot be serious. Oh yes we can.

DUNDER SWAN.

LITTLE WONDER

BANDAI UNVEILS NEW HANDHELD

andai's new handheld console, Wonder Swan Color, was spotted in abundance at the Tokyo Game Show. Nothing unusual in that, you might suppose - Wonder Swan is popular here in Japan and the new version is being billed locally as a Gameboy Advance-beater. What makes it special this time, though, is the sheer range of electronic gadgetery that can be hooked up to the machine, suggesting - among other things - that a world of Tamagotchi nonsense is on its way over to you in Britain.

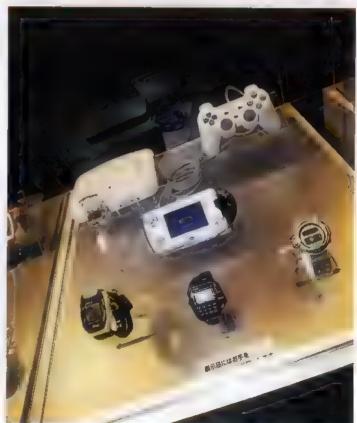
Wonder Swan Coror is capable of hooking up to a PlayStation, PSx. PocketStation laptop, mobile phone and even Casios new Wrist Camera. At this stage, its not known how the different machines will work together, but we've seen pictures up oaded from the Wrist Camera on to PocketStation, which can then be man pulated on Wonder Swan. The machines USB portialso enables it to connect with many other gadgets. no uding digital camcorders and PS2

As far as games go, Bandai unveiled the first Final Fantasy as a lead title for the machine followed by Final Fantasy II and III as well as other FF-orientated games possibly including Hatarakii Chocoba. Wonder Swan Color is also backward compatible with Wonder Swan games, opening up a huge back catalogue to collect. And since its relatively in the leven in Japan. Wonder Swan will also feature some of the stranger games and per phera's that infest the Akhabara backstreets. Bec is releasing Hamster

Everywhere 3, seque to the popular PlayStation hamster breeding sim, at Christmas. The game even enables you to mate hamsters with your friends hamsters thanks to the inkicable

Whether ASC is ever released in Europe remains to be seen, although Bandar says not. Of course if you of sudden y go Japanese-RPG crazy, that could quickly change





LOADING

NEW RELEASES

SHANGHAI: THE FOUR ELEMENTS

SUNSOFT (PS2)

Yes! It's Mahjong for PS2! Shanghar is a variant of the oriental game and this edition, the third in the series, features fully rotatable 3D tiles. Sadly this makes them harder to see than most 2D tile games. Shanghai revolves around the four elements, with realistic natural phenomena and multiple light sourcing. It even has multiple game modes, including one where you have to remove all the tiles before the on-screen candles burn out It's still just Mahjong though.





ROMANCE OF THE THREE KINGDOMS VI

Based on an epic Chinese tale of military warfare Romance Of The Three Kingdoms VI is a tactical strategy game that sees you stomping your mark over feudal China. Cao Cao bags the mountains, Son Ken the coastline and Liu Bei fancies a numble over the rest Pick a side and attempt to force all of China to bow to your will Nice idea. A key feature of the game is the inclusion of short scenarios that help you hone your tactical skills ready for the epic battle



SLAP HAPPY RHYTHM BUSTERS

SCEJ (PS1)

Coming on like a cross between Street Fighter and Beatmania, Slap Happy is deeply odd. Ostensibly a character-driven fighting game, Slap Happy features anime-inspired players battling it out in a 250 environment. The more punches that make contact, the more power in the beat bar until the screen explodes into a rhythm-action game along the lines of a Bemani title linked to super combos. The player with the inherent riddim' unleashes the ultimate beat





TOP 5 - SALES



Dino Crisis 2 Taxon O Benso SurkaGarden Vol.1 Supresson Of Hermonia Her

@ Gekikuukan Pro Baseball: At The End Of The Century

(i) Jikkyou world Soccer Winning F1mum 2000 asset

DETRAN TRON - 2 POT



Metal Gear Solid 2 House PE

Final Fantasy X dues 722 On mucha Warlord (commo 482) Tales Of Eternis Auco

O Ster Ocean 3 abouter

TOP 5 - READERS' FAVOURITES



O Super Robot Taisen ter-Mobile Suit Gundse Biren's

Ambition and B

Tekken Tag wee Mi

To Kessen de e ett

Ninda X

OTAKU YOUTH

OPPOSING THUMBS? - OLD HAT

sing your hands to play games? How primitive. Here in Japan, Taito has come up with a true next-generation control system that lets you play with nothing more than a good pair of lungs. The voice-control system, that currently works with PS2 footie game Greatest Striker, interprets simple commands like "Shoot!" and "Pass!", then turns them into on-screen action. In this way you can actually control every member of your team via the microphone accessory.

The system, which also works with Taito's latest Mah Jong title, is similar to the hardware used by fighter pilots to select and fire guided missiles. The potential applications are enormous, considering the power of PS2. Can it be that long before you can engage in role-play chit-chat for real, or select weapons in a 3D shooter with just a voice command? We think not. Linked with mobile phones or broadband networks, the chance to insult your mates while pumping rockets into their digital alter-egos is unlikely to be passed up.

NINJA X STALKS THE BACK STREETS OF TURYO'S TECH
DISTRICT AND
DOWNLOADS THE
LATEST TUTHS AND
LIES FOR DPM SAN Apparently "a Wonderborg must obey the orders given to it by a human being which would be worrying if it was a laser-eyed insect cyborg and not the latest robot top from Bandar Measuring just over 12cm (including antennae) the autonomous insect robot comes complete with infrared and touch sensors enabling it to get to the shops without falling off the kerb.

It's true: cool people always want to dress as game characters which is why Resident Evil replica clothing is all the rage in Tokyo boutiques. Want to sport a leather waistcoat a la Claire? A puffa Leon? Now you can Evil types can even purchase Umbrella Corp sweatshirts for those long nights slaving in the lab or game for PlayStation 1 Blood e stars a young boy with the even any course through his own mile coursing through his gift off hungay wampires before ourney to discover his own e Last Vampire star ood of a shadow nii ms. He must fight o tbarking on a journ tred destiny

POWERSHOVEL DE GO

The current fed for airculating real life perhaps a little too closely centinues with the release of Powershovel De Ge, a PlayStation game that makes you take swatrel of a mechanical digger. Compatible with a dual jeystick peripheral, the late is to represent the with a dual joystick peripheral, the idea is to transport a variety of accepable commedities against the clock. PowerShovel De Go is also PecketStation-compatible, anabling you to seve a little hand-hatted charactey - along with bags of cash to your PDA, where your digital skills can be further refined.



LOADING



"It's my ball!"
NBA Basketbell rines
to the challenge







Ice is nice. NHL 2001 marks the series tenth unniversary.



SPORTS GAMES.

EA ON THE OFFENSIVE

NHL, NBA AND NASCAR 2001 HEAD FOR THE UK



A Sports, are unleashing this season's instalments of its American sports titles on the UK this autumn. NHL 2001. celebrates its tenth anniversary and joins NASCAR 2001 and NBA Live 2007 on the pre-Christmas shelves, all hoping to benefit from the reputation of the ever popular FIFA series.

Revamped CPU Al. 20 new international teams and 30 NHL teams are some of the features offered in the puck fixated NHL 2001 , ke the FiFA series theres the full gamut of seasonal play and Career Mode only NHL also offers you the opportunity to commit extreme violence with a big wooden stick.

Meanwhile NASCAR 2001 includes a new game engine with enhanced graphics car physics and the chance to race the Daytona circult for the first time in the series. Key to the new gaine is the ability to create your own three man team and skip between drivers at any time during the grueding races

Screenshots of NBA Live 2001 suggest fans of the siam dunk series certainly won't be disappointed NBA A Star Kevin Garnett supplied the motion capture and there's new an mations for all your hoop. shooting moves. The game also features hidden teams like the classic 72 Lakers as well as a bunch of gamep ay challenges like winning by a certain margin of points, which add to your teams overal standing

NHL 2001 and NBA Live 2001 will be reviewed next issue and NASCAR 2001 will appear before Christmas

Each month the good Sister bores holes into the PlayStation's gonest games and diagnoses the damage that would result if the injuries therein were to happen in Real Life. This month? Solder-Man.



CASE STUDY

Diagnosis: This man has two major problems - the spider bite and the long-term effects of rad ation. The venom from the spider will be quickly transported around his body via the bloodstream. This will cause pain, swelling, inflammation and, in some cases, paralysis, asphyxiation and anaphylactic shock, the symptoms of which are muscle spasm, capitlary dilation and convulsions. The victim may also develop the ability to climb walls, spin webs, talk without moving his lips and sense danger at one distances

Prognosis: If the patient has suffered a severe reaction he will need an instant injection of adrenaline, resuscitation, IV fluids and huge doses of steroids. The bites themselves will need to be treated with a broad-spectrum antibiotic to prevent septicaemia and followed with more specific treatment when the species of spider is identified

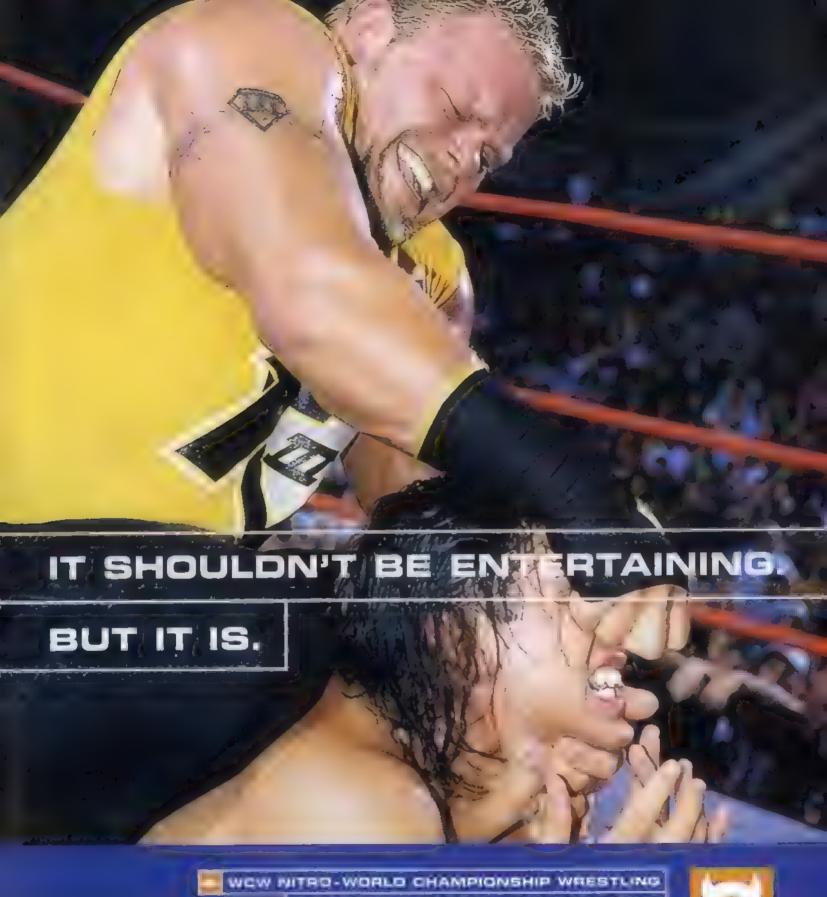
The effects of radiation are treated as they arise. The treatment may involve a combination of cytotoxic drugs and a regime of blood transfusions. The recovery process s drawn-out and painful

Note the patient may express a desire to wear his pants outside his trousers. This is a normal reaction to trauma

in ear life Sister Mercy is Nurse Carol Channon, RGN RSCN, Oh, ves. Cats murn











WATERSPORTS SIM

WAVE ATTACK

MIDAS TO RELEASE MODERN-DAY CALIFORNIA GAMES

idas Interactive Entertainment is bringing some of America's West Coast sunshine to the winter months with the release of California Watersports,

due to float into the shops in lanuary.

Developed in Austra, a by Theyer GFX, the game enables players to compete in aquatic competitions on a whole flotilla of watercraft, ranging from the humble boogle board to the mighty jet sk

Choose from eight buffed-up characters and six game modes, including 8 g Air Competitions and Split-Screen Sia oms. There are also variable ride

options, so you can start with the straightforward Free Ride and progress to the more complicated Trick Competition. You can surf from an array of shimmering beaches, which Theyer GFX has attempted to create complete with shifting sands and real stic wave patterns. Apparently water hazards such as helicopter drop-off zones, rocky obstacles and obstructive dolphins will also feature

With the recent surge in aquatic extreme sports. Midas is hoping that these briny noveities, together with music by surf label JetPilot will be enough to set California Watersports apart





dips into the extreme sports waters with Galifornia Watersports - just don't hurt the dolphins

TRADEMARK MOVE

WWF vs WWF

LEGAL SCRAP OVER TRADEMARK RIGHTS

o, not the latest offering from THQ, but news that has shaken the wrestling community to the seat of its Lycra-clad pants. The World Wildlife Fund, set up in 1961 to help protect all aspects of our natural habitat, is attempting to sue the World Wrestling Federation for breach of copyright.

The case, which will be pursued through the UK legal system, has been active for several years and centres on who has the legitimate rights to the famed WWF trademark.

The JK press office of the World Widlife Fund told OPM that should t be successful, there were no plans for the eco-friendly organisation to capitalise on the WWF name and branch into videogames. The suggestion that it might like to consider a WWF Endangered Species fighting game, where snow leopards and white rhino do battle in environmental hotspots, was ignored

President of the fund, HRH The Duke of Edinburgh, was

unavailable to comment on who he thought would win in a battle between Panda from Tekken 3 and The Rock from WWF Smarkdown The court case continues |



IT SHOULD BEAGANE IT, WE WANT TO KNOW

FVFR BEEN STRUCK BY A **GENIUS IDEA** FOR A GAME? **TELL US ABOUT**

NUCL DUDE / DOT

• The Concept

You play a man who has just split up with his girlingend Embittered she has burnt all of his clothes to teach him a lesson after she caught him wat hing footbal on a Monday night. He has to walk the streets in search of nice cothes to cove his scrawny body is the staff of everyones nightmares a psychological thiller noolying raw nudity over five chariful barigrounds

e The Pitch

using only a tatty metal coathanger as a weapon you have to beat-up toffs and steal items of cuthing You an only get one gar nent from each person before they scarpe. Points are deducted. for offending grannies and small ch fren as they glimpse your

boily rear. Each level ends with your return to the ex-girifriends apartment where five tems of clothing escaped the blaze You have one in rute to root this interthe place before she returns with her buildog Buff Falure to de so meats you have to beat helout of the dog then legal as if es battered in the back yard feat not on completion of a nork sub game you be bank later for a withor chance

- The Verdict

The idea of a man belting about the place with his arse out is inherently appealing. The catty girlfriend factor adds much needed sexual tension and she'll be a great bitchy anti-hero.

The ridiculous combinations of clothes could be, well, funny. A winner.



FROM THIS... TO THIS!

Would you like to see your game ideas brought to life? Send your pitch PLUS original artwork to the usual address and you could win a framed copy of OPM's version of your design.



WHAT'S HOT AND



GPM's Top 20 Game Charts are compiled in association with:

1	NE	TOCA WTC
2	NE	TENCHU 2: BIRTH OF THE ASSASSINSACTIVISION
3	NE	SYDNEY 2000
4	NE	X-MEN MUTANT ACADEMY
ā	NE	PARASITE EVE II
6	1	WWF SMACKDOWN
7	NE	CHASE THE EXPRESS
	2	COLIN MERAE RALLY 2.0
9	NE	RAYMAN 2
10	NE	FA PREMIER LEAGUE STARS 2001
n	7	F1 2000EA
12	4	WORLD CHAMPIONSHIP SNOOKER
13	NE	FA PREMIER LEAGUE MANAGER 2001
14	3	IN COLO BLOGO
15	5	HOGS OF WAR INFOGRAMES
16	9	MEDAL OF HONOUR
17	NE	VIB RIBBON
16	13	GRAN TURISMO 2
19	17	CRICKET 2000
20	NE	THEME PARK WORLD



That's what everyone else is buying right now. But what about you? Can't decide? Try these three fruity beauties for sixe...



DRIVER 2......INFOGRAMES

Thring (OPM6410/10)

Tan ra walk r wish you an infrient out from the ground from the result of the ray but we shad on one ground an infrience of the ray but we shad on one are maken to locate the vep. Land lettin etting lenda pily tang to the proceeding. As take It ger us



DAVE MIRRA FREESTYLE BMX ACCLAIM

ACCES TO THE CONTROL OF T Morte supe bittip wo wheeled a con



TENCHU 2: BIRTH OF THE ASSASSINS ACTIVISION Stealth 'em up (OPM63 7/10)

If it takes steatthy shenanigans to float your boat

YOU " fair to Ten. to , ke a duck to water Explore ter ain alic use 1 in your arrena in seath in pilip bet individue toes and do emin eal quie like varied missions and audit ve gamep av make fix a top gaming experience





and the state of t			
1.	DRIVER		
2.	GRAN TURISMO 2		







The original Motorhead, *OPM* art ed Milford Lemmy Coppock

- 1. TONY HAWK'S 2
- 2. DRIVER 2
- 3. MOH: UNDERGROUND
- 4. ALIEN RESURRECTION
- 5. FOCA WTC

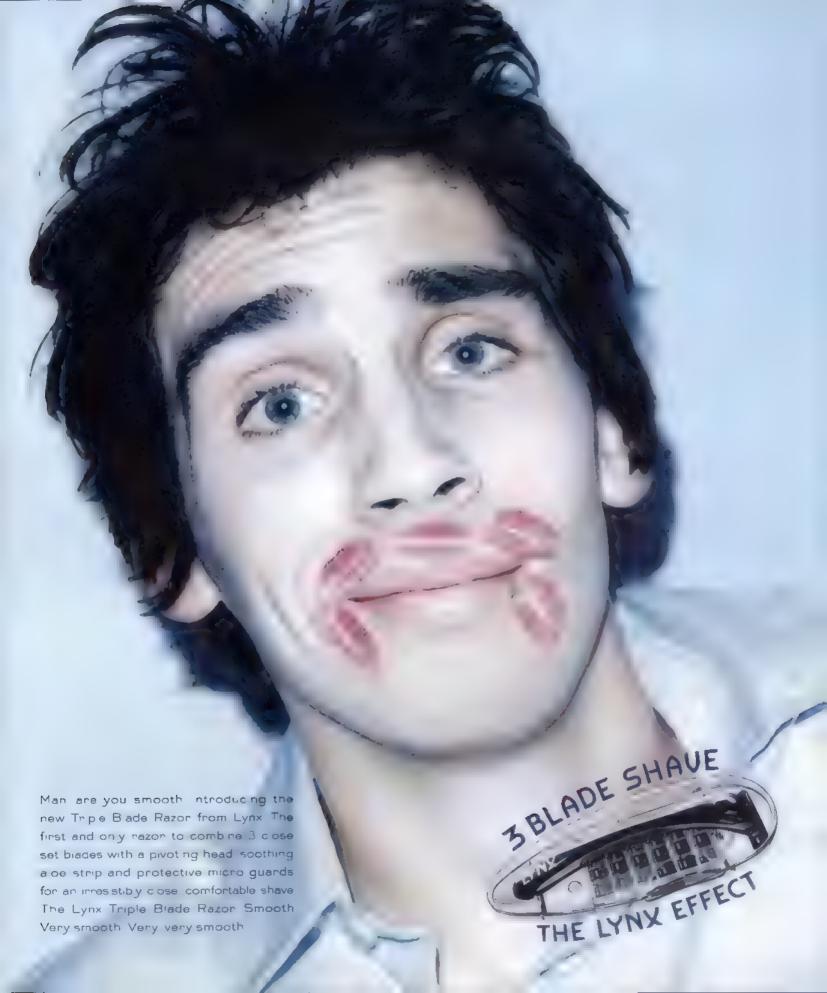


Steve Screech, lead programmer on Alex Ferguson's PM2001

- 1. DRIVER
- 2. ISS PRO EVOLUTION
- 1. AFPM2001
- 4. INTERNATIONAL TRACK AND FIELD 2
- I. METAL GEAR SOLID



- 1. METAL GEAR SOLID
- 2. SYPHON FILTER
- 3. WWF SMACKDOWN
- 4. GRAN TURISMO
- S. TOMORROW NEVER DIES









STUFFUM TANKERUM HAMMERUM

NET-BURSTING PASSION
TURF-SHREDDING PACE AND
ABSOLUTE POWER OVER A LEGION
OF WORSHIPPERS CAN YOU
STRUT WEARING STUDS?



GOOD, GO GET YOUR BOOTS.

THIS IS FIFA. THE PINNACLE OF
FOOTBALL FOR THIS CENTURY.

NEXT GENTURY. AND THE

CENTURY AFTER THAT.

IF IT'S IN THE GAME. IT'S IN THE GAME."







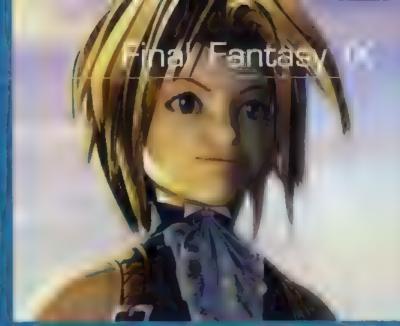
REAL

FINAL FANTASY IX MAY BE THE MONUMENTAL RPGS
BUT SQUARE HAS









ITY 0 SY 9

FINAL EPISODE ON PLAYSTATION 1 SAVED THE BEST UNTIL LAST inal Fantasy has revolutionised the RPG general drauging it ont of the mire of anneying orcs and wimpy wizards into a realm of unbridled imagination, gutwrenching effects, wonderful characters and utterly immersing gameplay. OPM had an exclusive handson play of FFIX, interviewed the

team and took as

Square's eision for

sneaky peak at.

the future of RPGs.

As predicted, FFIX him a distinction

different appearance to the previous adventures. The sleek, cyber-punk

trustratic settings have been reptaced with a more fractional look of rickety wooden houses suit coloid backstreets in the mould of a fractional look of the mould of a fraction of the setting of a series wetershed, as serie of grand collection of what has been befored.

orientated look, Manaba explained to





FEATURE

LANGUAGE

YOUR GUIDE TO LAUGHING IN

ithough Final Fantasy III is a wonderful game, it is semetimes difficult group the significance of, example, I Want To Be for example, I Want To Bu Your Conary, the play Zidana-and his bandks perform for Queen Brahne. Apparently Square has a desicated teams of translaters who try to somey in English the atmosphere and humany all the series so closely as possible. But eccelerally jurning phrases crop up that jump you out of the action because they are as jump you out of the action because they are so interphened, such as when this sharanter of Seku calls his absariasi anot "little support" or when the 16-year-old Princess Garnat le referred to as a "babelicious beauty".







rharacter of the black mage known as because he was concerned about "people getting tired of the same futuristic images from FFVII, FFVIII and the FF movie However, the return of artist Yoshitaka. Amano has had the most effect on the look of the game (see interview with Yuji Shibata), with his surreal paintings heavily sampled for the stunning graphics.

The storyline of Square's latest Final.

Fantasy opus begins with the shocking news that Queen Brahne of Alexandria has started using a magical monster army to terrorise neighbouring kingdoms. Hearing of this, the young thief Zidane and a rowdy group of outsiders set sail for Alexandria castle in the flying theatre ship

The shiny futuratic settings have been replaced with a medieval look"



Flashy Porits, recommon apienty as Zdane demonstrates another of FRIX's dramatic bettle sequences. May@tation graphics have been pushed right to the limit

YUJI SHIBATA MANAGING BIRECTOR, SQUARE EUROPE

OPM: Has the Active Time Battle (ATB) system evolved over the last few FF games?

OPM: Work on FFIX was begun when FFVIII was still being completed. Are there any themes that carry through beth advestures?

"FF is a very

positive series, with the battles of good and evil represented"

Innkeeper Hai "E-Excuse he! twas just daydreaming."

"An inventive intro sets the scene for a game that holds constant surprises

Prima Vista. The plan - to perform at play for Queen Brahne as a cover for rescuing/kidnapping the beautiful-Princess Garnet. However, the heroes soon discover that it is a dark sorcered called Kuja who is providing the oncess placid monarch with weapons of destruction. So, the band of thieves, knights and sages begin a dangerous quest to discover Kuja's motives and save the world from oblivion.

The game opens with a stunning FMV sequence that rivals one of Walt's

amutions, ending by throwing your character of Zidane Into darkness, You wander about until you stumble into au candle, which when lit, illuminates a is incredibly atmospheric and this inventive beginning sets the scene for a game with constant surprises.

Zidane and his friends then meet the criminal Baku for the first real battle in the game. Fighting is still a little fiddly, but now you have four characters to: choose from and the spells are even

OPM: Yeshitaka Amang) New returned to the series with FFIX...

Has Ambreson's Intention 1807h M No dyllain, fill ille bas

COM: The look of the game has changed dramatically from FFVIII:

input: Do you take any inspiration from European mythology, such as King Arthur?

OPM: På 1 oan link up to WAP phones. Will FFIX have any online elements?

Final Fantasy IX

FFIX - WHAT'S CHANGED?



Those are the Guardian Ferencia These are called into hattle using the Bummen command. Each has their own distinct personality and you'll remember a few of the more spectaculer once from FFVIII, including Odin, Leviethen, Carbunele



An inspired addition that combine the player to see events that are happening elsewhere in the world simultaneously, providing additional steryline. You can view these ATEs when an aption appears encourses, or bypass them if you just went to get on with the game.



To avoid having to hapelessly humbin around serson, trying to interest with every lift of seenery and object, PRIX has added a superh system to make discovering en-aroun froms assisr. New if your sharester finds seemathing of interest, on exclamation mark (from) or question mark (seeming action) will appear many their head. Stillient. above their head. Brilliant.



FFDC allows up to four characters in a party. This introduces new strategy elements because each character has different shifteles—for casesple, Stateen in henry in a swent light, but weeless in a dual of magic.



Like the previous FFVII and FFVIII adventures, an Active Time Battle (ATB) eyetem has been inskeded, with each character hooleg different shifties depending on their jet close. Action abilities are commands such as Steal, Black Magic and Summen. whereas Support skilities back up a character during bettles with skills

Auto-Petien and Chemist. However, Limit Breaks have new hear replaced by a Transa Mode, which seems when sharacters have been subjected to repeated physical attacks by an anomy. When the Transa gauge (located below the ATB ban) reaching maximum capacity, characters sen

more powerful attacks and received



PPEX less a collection of eclectic mini games including Quina Quen's self-explanatory Cateb. The Freg and a fantsatic Bitipping Reps challenge, where sharacters can join in with a group of girls and attempt to skip the rape as mony times as possible by preceing jump at the right time of great fun. The host rape at hieres first their scores pectod up on wellsthroughout Alexandria to some their 15 minutes of skipping fames. PPIX has a collection of eclectic



The addictive eard game returns from FFVIII, allest with simpler rules. Each card you sellect has a number and arraws pointing in different directions. Players take in turns to place five cards on a grid - if the arraws meet, they battle. It a card with an arraws in placed on the grid next to an appeation eard without one, their the anemy card is flipped. The winner is the player with the least overturned cards at the end.

PLAYONLINE IN THE FUTURE GAMERS AROUND THE WORLD WILL UNITE TO SLAY DRAGONS AND CONSUME POTIONS

lavOnline is Source's exclusive Internet service that will eventually heat the next-generation FFX and FFXI games so well as sell music CDs and mange sell music CDs and manga comics. According to Square Europe managing director Yuli Shibets, "We definitely see the future of RPGs as being in a virtual world. We name is a virtual world, need to find out how to countries with different languages, but we'll find a

The short PlayOnline promotional video gave a very good impression of what Equare went for its groundbreaking RPG, Final Fenting XI. It starts with an American teenage girl in her bedroom, sanding an e-mail to her friend in the UK - a bey with an English secent that would make Dick Van Dyke | blash. The pair enter an incredible, beautifully rendered 3D world and begin fighting typether against an engry dragen,

After the bettle, the Briti ley takes a heather to leten to music and check set the latest mange semics on the PlayOnline etc. Meanwhile, the American girl contacts another friend who happens to he a street punk with attitude. He checks the mobile phone message and anneunces to his Moods one that he

to fin away one that he can't go to a perty, because the gir "needs me".

Street Pusk premptly goes to an arcade and uses a nitty-leaking Final Fantasy XI machine to leg in and join the machine to leg in and join the other too genure. He character appears in the virtual world and all three players go through a large sloer together, ready to take part in an auckling new #F spinode. Although sementhat choosy, the video did domentrate Square's ambitleus plane for a fiving, breathing entire Final Fentasy M world where players leggins XI world where players legging in from onywhere our join in amazing, immersion adventures. For a taste of what to expect shock out www.playenline.com.

THE CAST LIST MEET THE NEW CREW

ZIDANE TRIBAL (18 years old): A charismatic thief, with the skills of a master lecksmith. Has a tall – although the ceasons for this are unknown.



GARNET TIL ALEXANDROS XVII

(*In) A Princese in the Reyal House of Alexandria. Rather spelit and inexperienced, Garnet is about to embark on a life-changing adventure.



EDWARD STEINER (33) Steiner is a knight who has been Princess Gernet's lifelong guardien. Brave, with excellent



VIVI GRUNITIA 191 Vivi is a black mage - as outsider who lacks selfcunfidence and deem't feel ey if he belongs in this world.



FREWI CRESCHILL A caucageous femele knight, with meuse-like features. Banieked from the land of Burmeels, she is atrong and grassful, shewing wiedem heyand her yeers.



EIKO CAROL [6] Elka is a child prodigy, who has luarned White Magic, anabling her to summen giant menuters, Friendly with ferset creatures called Mosgles.



AMARANT CORAL (28) An acceptin who trusts no one - a lener. He ween ne weapens, instead training his body in advanced martial arts.

QUINA QUEN (age unknown) A mysterious andregynous character and member of the Qu clan. Eats raw frogs and the FFIX minigames.



NON-PLAYABLE CHARACTERS

A MOTLEY BUNCH OF UNDESIRABLE MANIACS AND CRACKPOT INVENTORS

QUEEN BRAHNE QUEEN BRAHNE
Kind ruler of Alexandria who
suddenty end insysteatly begins
a campaign of terror against
peaceful reighbouring kingdoms
using an enchanted army of
mensters. Has a beautiful
daughter, Princess Gernat.

RILLIA The power behind the threne, He is a derk, avil sercerer whe provides Queen Brahne with her rampaging weepens of destruction. Kuja's true metives

Scientific garles and ruler of the kingden of Lindblum. Inventor of spectacular flying, machines, such as Beku's theatre ship, Prima Viets.

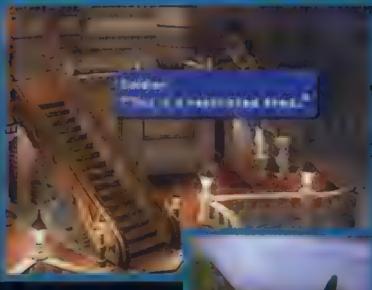
mesmerising display of shimmering coloured light. After the fight, the defeated Princess, then another FMV sequence flying into the kingdom of Alexandria.

The action then switches to the young mage Vivi, who like the other controllable: characters, can be moved smoothly around the town with the analogue stick

"The camera view changes to add to the movie quality of the visuals"

Allocariseta francisiani islamininalia madioani. pacted with wonly medieval buildings, wooden shop signs and intricate stained glains windows. The causers view changes on each street scene to add to the epic, movie quality of the visuals,

Vivi meets up with a 'rat kid' called! Puck, who helps him sneak into the castle via a highly enjoyable arcade-style rooftop: scramble. There's another switch of player.



Character Sack to Zidene and the tracke who begin the performance of their place. Must To Be Your Canary for Queen Brainne and the adventure truly begin

antasy IX will set new standards for the the atmosphere compelling and the gameplay atterly engrossing. IX is this magic number 🔳

Fantastic Worlds. players an unprecedented amount of freedom to explore the in-game locations



Sometimes being the best means having to spend a whole lot on Afro Sheen.

Un hub. That's right. The King of the Ring, Afro Thunder, returns with most style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 ourrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on, I know you feel it now. Let's Get Ready To RumbleTM.



Train with



New Ring-Clearing Rumble Fluories



New Taunts, Combor



23 Outrageous





Sharper Single Player Boning



PlayStation 2



The Publish Principles of the Control of the Contro

THERE'S A DEAL GOING DOWN...





THERE'S A DEAL GOING DOWN...



THE DRIVER'S BACK...
BACK ON THE STREETS!



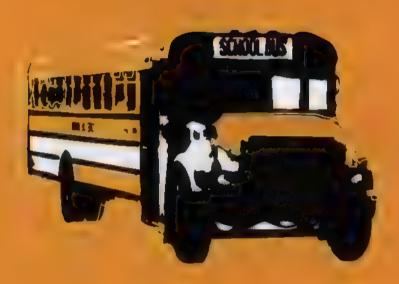




















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DECEMBER 2000

INSIGHT

Lead programmer on Codemasters' mighty Multiplayer Network



What is the Codemasters Multiplayer Network (CMN) and when can we use it?

its a facility that a lows PlayStation 2 gamers to play against PC. WAP and X-Box users online. The multiformat set up will give you a chance to prove whos the best in a ever priving and CMM with the time of The Mild to the factor of the same of the first of the same of the hard drive for your 852 before you can as well

How will it work and what games will use CMN? Technically CMN doesn't alinis achines to task to like another Instead there's a central server that allowgames to be run simultaneously on various mail lies. The ideal number of competitors is four and things kick off with insone on the PC, an off-road racing game You'll be able to play all future Codemasters games with CMN capabilities, and our racing expertise wilmean many of them will be ideal for the medium. Competition is based on skill ladders with the extension rungs. If you win on one rung you'll players the next and compete in games at pre-arranged times

If you have a slow computer will that affect the visuals on opponents' consoles?

Not at all. Because players are not directly connected. the game is always running at the same speed if you have a slower machine you are simply seeing the arrows picture so that isn't really a consideration

What happens if someone is cheating?

Everyone has a profile that sits how many his cames they've been involved in, that's game where a might of cheating have been in the little will avoid people who keep cropping up. Similarly excellent games will be flagged up so you can play strong competitors is worth noting too that no machine will out perform the other

How important is this device for breaking the 'geeky' stigma of online gaming?

Very. Online garning is often seen as the reserve of nerds. The competitiveness that underpins CMN will draw in all gamers

How important are broadband networks to the future of facilities like this?

Broadband as such is not crucial to, say, the number of players, but ail the advances being made will a to push things further. For instance, I can see a time when we can have real-time in-game speech, so you can jeer your opponents as you pass them.

Lee Hall



Fear Effect: Retro Helix



The Mission



Rambow Six Rogue Spear



Heliboy

CONTENTS...

Fear Effect: Retro Helix 36

A prequel to the almost brilliant Fear Effect, Retro Helix shows how it all started for Hana. Deke and Glas-

The Mission 38

Can a game based on an advert - even a very cool Nike advert - be any good? We take an early look...

Rainbow Six Rogue Spear 40 Rainbow Six was more Old Bill than SAS, Rogue Spear

aims to put it right, Special Forces-style

Round Un

Warriors Of Light And Magic, Time Crisis Project Titan, Dancing Stage Euro Mix, Hellboy and yet more...

NAME:

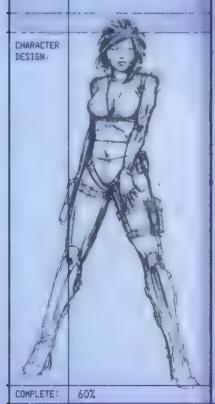
FEAR EFFECT: RETRO HELIX

NOTE:

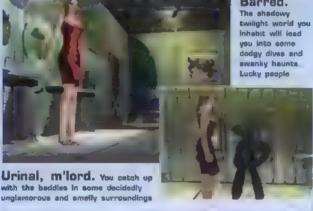
FEARLESS? THEN HAVE ANOTHER HELPING OF SCARY ORIENTAL ACTION

PRODUCT SPECIFICATION

STYLE:	Action adventure
PUBLISHER:	Erdos
DEVELOPER:	Kronos
RELEASE DATE:	Early 2001









CHINA SYNDROME

One of the best things about the first Fear Effect was its lovingly detailed oriental setting. steeped in Chinese mythology and brought to life by anime-style graphics. All of this made a welcome change from the game-characterinfested streets of the Bronx. Knowing which side its prawn toast is buttered on, Retro Helix follows suit. The game kicks

off in a shadowy alternate Hong Kong. where we discover the origins of the characters. We then move briefly to New York City - there's no escaping it - before speeding back round the world to the Walled City of Xi'an, the lost tomb of the First Emperor of China (which presumably means it's no longer lost), and finally Penglar Shan, the 'legendary'

mountain-island of the immortals.

The game's final chapter involves a spectacular showdown between the beautiful Rain and her evil (naturally) twin sister, Mist We won't spoil it for you by saying who wins, but you might want to wonder why, if Rain is meant to be such a devoted 'friend' of Hana, she didn't show up for Fear Effect 1...



Bullet bonanza. Armed to the teeth with nifty little guns and heavy weapons, subtlety is sometimes off the monu

ike its predecessor, Fear Effect: Retro Helix Is a Resident Evil-style adventure, with the violence being perpetrated against animated

backgrounds spooled from the disc. And, like its predecessor, it's set firmly in the Far East.

Weirdly, however, rather than continuing the story that began in the first game, Retro-Helix actually takes place before it. [That's Retro as in backward-looking, you see and Helix as in erm, shatterproof rulers.) So what's going on? You there Yes, you - Torn Marx game producer for Eidos

'Wel, we felt there was a certain amount of background we didn't explain about the main characters in the first game," says Marx "How did Hana, Deke and Glas first Join forces? What made these mercenaries what they were in Fear Effect? These questions and more are answered in Retro Helix

According to Marx, FERH will be just the second instalment of a huge Feor Effect saga. cum nating in a final game that'll reveal the truth behind all the triad/mythology/assassin tomfoolery. So you won't want to miss out

Now, a sequel wouldn't be a seque: -- even when its a prequel - without a fresh arsenal to select your piece from, and Retro Helix duly delivers. There are some cool new weapons in the game for both close compat and overkill situations. Marit reveals. "New close range weapons include a taser that'll stun your enemy with some high voltage. We've included an EMP weapon to disable electronic machinery for a short time, but long enough to dismantile them. with the new grenade launcher You can also use the flame-thrower to burn off the flesh of the baddies when you need to

It sounds as if were assured another dose of the ultra-violence and general mischief that

"You can use the flame-thrower to burn off the flesh of the baddies"

BLUEPRINT



otion bosets this beautiful Lift-lady two-piece

pervaded the original, then, And helping to administer will be a new playable character Rain On whe back of his a Creke and say she io - - - t orthe - - art e t Star ..., director of the x or for developer Krimos

Rain's beautiful and externely non-gent enthuses a she hards partner and se triend B may The real unship and the chemistry between Rain and Hana's what makes her for to blav

its est as we Rains joined the gang. because they be up against a gittiming new range of bardnes. We've reduce the animation art and artifical iteligence for asign them. Marx adds. "Al is much improved over the first game you be able to set the varying reaction of each baddle whether is a fixer or student a security guard or natleye

Which is a very well, but those who played the first game accomp shed though it was

will be hoping to see one or two issues addressed the fire earther thise risome I would be distilled in a part the you de they regarded a desire is they about that Re certe n every attr system was t

town there they attraction and the There an extra set of control ichemes ralled 3D Controls

And that not a lacontinues Weve revamped the engine to appoint 10 en implement of exits and hazards, we've added rea time dynamic gill phones so that the player and enemies and delin shadows. Once again we've got professional roles a territoring the characters' voices. We've get a new man and sound effect to med give any for each ocation and situation The sat gives on

from here it doesn't But we living you more on Retro Helix in the months ahead.

Jonathan Davies





Grit 'em. Hold on to your hate, a fire fight. Yeach!

LOGO: NAME Stan L.u BATTE 40 Director HISTORY: Liu worked on the first Fear Effect. along with Eidos producer Tom Marx INFLUENCES: Liu looked to files such as Ghost In The Shell, Akira and Ninje Scroll for the game's look. The

DESIGN PROFILE

OTHER INFORMATION

WEB SITE.

www Ironosia tal com

action is inspired by

the likes of John

Woo and Tsu: Hark











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THE MISSION

NOTE:

A VIDEOGAME BASED ON A NIKE ADVERT - IT WAS ONLY A MATTER OF TIME...

PRODUCT SPECIFICATION

STYLE:	Football/combat game	
PUBLISHER:	Microids	
DEVELOPER:	In-house	
RELEASE DATE:	December	
COMPLETE:	80%	



ike is one of the most recognisable brand names in the world, and everyone but Stevie Wonder has seen the futuristic advert where robot ninjas have stolen a football. You know, the one where Edgar Davids won't cover his delicious hair in a hat, even if it puts his life in danger.

It turns out that Nike envisaged a videogame from day one, and went straight to Microids to make it happen. Garning veterans will remember some lamentable 80s advert/videogames crossovers (um, Tony Tiger anyone?), so we spoke to The Missions project manager eff Cagna n an attempt to be convinced that this was a good idea.

"The gameplay is basically the same as footbal with an element of combat. At the action takes place in this strange building where the ninjas, representing all that is bad in football, are keeping the stolen Geo Merlin ball The objective is to beat them by doing football tricks." OK but what do you actually do?

"The players can pass the ball to each other to avoid enemies and reach certain places in the game using standard football skills. The combat element enters when they use specia. combos. A player can decide, for example, to

do two jumps in the air or change the ball into a ball of fire and use it as a weapon." So, you get rid of the nin,as, get the ball protect your team mates and get out of the level Example?

to your PlayStation. But will it make a good game?

"A typical sequence would be, say, two players enter a room. When they cross a laser beam, ninjas appear. You can tackle them or use the ball as a weapon - dribbling, passing headers and combos are all necessary to prevent the ninias getting the bad. To exit the room, some switches must be pulled. The only way of moving these switches is to shoot the ball at them. But while moving in the room, players are hit by flames, lasers and toxic gas. Al, the time they must use their footbal, skills to retain the ball

It's certainly a twist on the usual footbal, formula and with the assistance of Nike, Davids, Andy Core Lois Figo. Guardiola, Kanu and a special appearance from coach Louis van Gaal. The Missions originality could capture the minds of imaginative gamers. But footballs a funny old game and while we don't want to sit on the fence we can't predict which way this ones going to go Des.

Steve Owen



Killer free-kick, Footballs are your weapons in this page of death and trickery



DESIGN PROFILE	
COMPANY:	Microids
NAME	Jeff Cagna
JOB TITLE:	Project manager
HISTORY:	Cagne has only recently Joined Microids, but the team has been involved in titles across all formats
INFLUENCES'	The only meel influence for the game was the Nike advert itself, although the teem looked at plenty of footle titles

"They must use their football skills to retain the ball" QUDTE:



DRIVEN your car?











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BLUEPRINT

RAINBOW SIX ROGUE SPEAR

NOTE:

SHOOT THE BAD **GUYS AND SAVE** THE HOSTAGES. IT COULD ALMOST BE A BOOK ...

PRODUCT SPECIFICATION

STATE:	Action-strategy
PUBLISHER:	Ubi Saft
DEVELOPER:	Red Storm/Saffire
RELEASE DATE:	February
COMPLETE:	80%









Planning missions is an important part of Rogue Spear although you can defend the free world with pre-set plans as well

our chance to take charge of an elite band of special forces operatives is about to crash through the doors with the arrival of Rainbow Six Rogue Spear for PlayStation. "Rogue Spear isn't your typical first-person shooter," says Elizabeth Loverso, operations manager at Red Storm, the company novelist Tom Clancy set up to develop games based on his novel Rambow Six.

Clancy oversaw development of the highly acria med PC version of Rninbow Six but the PlayStation version which ke Rogue Spear was converted by the Saffire Corporation - was poorly received OPM52 5/10 Loverso promises Rogue Spear will be far better. No langer will you mind numbingly search for the end of a level she told OPM Other changes a oneshot kill, for instance - should help to flesh out the always intriguing emphasis on planning missions, as apposed to all out killing sprees

Gamepiay revolves around 18 missions where according to Loversh you have to take out bad guys while saving hostages, ose one hostage and the mission is a falure You control one member of a team at a time. Each group consists of four soldiers picked from a group of 40 individuals. This pool of soldiers is divided

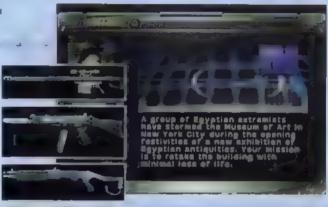
into five types demo tion expens supers reconnaissance specialists electronic, bothins and assaut troops

But the real narrative drive comes not from the soidlers, but from the external plot - as not ned in the cut scenes and by the mission briefing you get from senior officer John Clark before each mission. Rugue Spear encourages you to spend time in the fliff which contains the storyline Loverso says We tried to get the player hybrided with the why arm doing this?

There are 25 different weapons including sniper rifles is lenced handgurs, shorgurs and various grenades But Loverso is reen to emphasse the need for steath to get you through the missions. It's a large part of the game she says cling the use of heat vision which aids your secretive advance against the enemy by allowing you to see through walls

As we as the story Mode there s a Two Player Option which sisp tinto four games Survival Skatter Assass nation (the first player to find a hostage and get him out safety wins, vip Escort and Assassination you hide your hostage and hunt the other players

This could be a really loveable Rogue





Arsenal score With terrorists on the loose there's plenty of

DESIGN PROFILE		
COMMISSION .	Red Storm Entertainment	
NAME:	Elizabeth Loverso	
JOB TITLE.	Development managem	
HISTORY:	Formerly with Accle m Entertainment Rogue Opean 5 Loverso sifirst project for Red Otonm	
INFLUENCES:	lowed to Neta, Gear Sold for stealth and the Command & Longuer series for strategy elements	

"Lose one hostage and the mission is a failure"

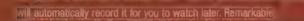


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IF YOU DON'T THIS IS FOOTBALL 2

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DECEMBER 2000



OPM HUNTS DOWN THE GAMES THAT HAVE GONE MISSING IN ACTION

Mat Hoffman's Pro BMX

Activision

More annoying than a scab that won't heal, the release of Matt Hoffman's Pro BMX has been delayed until early 2001. Never mind, that gives us an extra few months to perfect those frontside-overcrook-crossbar stomps on the awesome Tony Hawk's Pro Skater 2.



SOME OF THE GAMES (AND A CERTAIN BLACK CONSOLE) YOU SOME OF THE GAMES (AND A CERTAIN BLACK CONSOLE) TOO CAN LOOK FORWARD TO OVER THE NEXT COUPLE OF MONTHS FT The Is Football and Parcing EL Steel Court Print

Publisher: SCEE Developer: Eurocom Number of players: One to four Release date: December



Grash Bash

LUNATIC LUDO ON POGO STICKS, POLAR BEAR RODEO AND MINATURE-TANK BATTLES? LOOKS LIKE CRASH HAS TAKEN A BASH TO THE HEAD

ADVENTURE MODE



choose your game. They all have to be won, and they're all crazy

CRASHBALL



in Creshball - en air hockey meets Hungry Hippos affair you zip from side to side to protect your goal while trying to ping the metal balls past your four opponents



veryone's favourite bandicoot returns. weary no doubt, from his days tearing about in karts for Crash Team Racing. The spin this time around is that Crash Bash is utterly, utterly insane.

The title is made up of a series of miniganes which warp Crash into some thoroughly bizarre and highly entertaining situations covecting the usual array of troph es and prizes for his cab net as he goes

Each evel nyo ves competing in tour or five different tournaments against the usual Crash crew The introlevel gives you taste enough of what's to come, there's Polar Panicia simo wresting, rodeo ride crossbreed where polar bears replace Wild West beasts They there's Crashball a four way a r-hockey in dodgems affair n which you bast ron bals around an impossibly sinal arena Pogo prancing dynamitethrowing and tank due's make up some of the rest of the action. The challenges remain sim ar throughout bit get trickier to beat as you continue

Of course the adventure stuff sionly there to unlock

bonus bits for the mult player options in truth Crash Bash s a party game more than anything and what signing to make latruy top tile stre opportunity for chaotic competition with your mates So, if you're ounging a ound boking for a game to load up for some good old fash oned four player fun then Crash Bash s wrat you've been wating for With clamped playing arenas fast and furious action and games steeped in humour this seque should be every bit as satisfying as its piedecessors

Nick Ellis

"The adventure stuff is only there to unlock bonus hits for the multiplayer options"

Crash Bash



TOURNAMENT

Play through 12 rounds of Tournament to reign supreme and unlock more goodies

MODE

SPEED BOOTS



To stand the best chance of victory, acquire some speed boots and hurtle round the arena like an Olympic-medalwinning wallaby

CRATE CRUSH RULES



The rules are quite simple Pick up the baxes, throw 'em at your mates and laugh as they bow out under a blast of dynamite

CRATE CRUSH



Keep your distance from the others, munch away on the doctor's favourite fruit, and sit back and collect the trophy

DYNAMITE DERBY



Throwing boxes of dynamite about the arena can cause serious competitor casualties it's true, violence is fun



The mini games may all be varients on a theme (surreal mank, four-playar action) but each has its own freakish sideshow attraction. Burely the RSPCA would have something to say about the Bare-Back Polar Rodeo (left)

BATTLE MODE CHOICE



Choose from four arenus in which to bounce around or batter your friends

POGO PANDEMONIUM



The alm here is to hop around on your popostick highlighting se many squares sa possible in your colour. Odd, odd, and not forgetting odd!

HOW TO WARP AHEAD...



To fully enjoy the four-player Tournament and Battle Modes, you need to finish the adventure and unlock the hidden tressures. adventure and unlock the hidden treasures Each level comprises five events before facing the obligatory big, bad loss. Here we have Sarmy Beach Ball, WWF Box-Throwing, Seat-Dodging, Pogo-ing and Tank Attax before the mysterious Bearminator! All loopy, all excellent fun. The games in each level run on similar lines but as you continue the adventure, they get trickler to complete as extra twists are added. For example, the earlier levels of Crashball are nice and straightforward but toward the and you'll be playing on a tilting arens with fens blowing the balls in all directions.











O POINTS

- · Four player frenzy
- coads of sub-games Decent graph os

POINTS

- Limited single-player
- No rec ng Semey challenges

ADVANCE WARNING

The Bandicost engine has been retuned once again for another side of toprotch multiplayer ententainment. The Adverture Mode may not tive up to the previous titles but that's not what Crash Bash s ebout at al.

Publisher: Koriam Developer: Rebellion Number of players: One Release date: November

The Mummy

WALK LIKE AN EGYPTIAN, OR LIKE A NANCY, IF YOU SO DESIRE. ANYTHING'S POSSIBLE IN THE MURKY WORLD OF THE MUMMY ...

DEEP DEPRESSIONS



Keep an eye on these depressions in the wall concent treesure and other goodies, and they often contain hidden switches

GUBBINS



Tap 📆 et any time and this little ber will pop up temporarily, detailing how many lives you have left, how much treasure you've collected and the ammo count of your selected weapon.





he Mummy: an undeniably daft movie. It was Indiana Jones with

a bit of tongue-in-cheek humour stirred in, and as such it was watchable and, on occasion, entertaining,

And t seems Rebel on has taken the 'informal approach to the movie's P ayStation tie in ... too Our man Rick O'Conne I doesn't so much run as mince about. With a thousand tons of sweating stone bearing down on him, surrounded by the grandeur and me ace of an ancient race. and a of it accented by a

sweeping film-worthy score, Rick fair wiggles his way about in true John Inman fashion.

Essenta y The Milmy sa Tomb Raider-esque affair, with lots of exploration secret hurting and undead boshing A . the basic elements are there it-up climb and shimmy controls, a sort of rolling strafe command to keep your man out of harm's way, and a look button so you can examine your surroundings in greater detail. Even Lara's trademark twinshooters have been supped in.

That's where the similarities end, though. The game engine

works in a completely different way to Tomb Raider's ts considerably speedler, and you can hoof it around the eyes at guite a rate. The environments are a lot more enclosed too you lever quite know what kind of ancient rag-wrapped crustiness is waiting around the next corner to hug you to death.

Puzz e-solving is definitely the order of the day and while most are of the switch-opensdoor variety, the method is often quite unusua. It takes a fair bit of hunting around to find that elusive secret switch. To this end, you find yourse flpushing

"Tomb Raider-esque, with lots of exploration, secrethunting and undead-boshing"

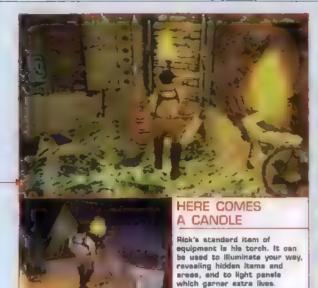
statues, rearranging mosaics and us no lit torches on reactive panels to revea hidden goodles and the road ahead.

The graphics are progressing nicely, with plenty of hieroglyphs and ancient Egyptian statuary adorning the tombs. The characters aren't bad either being recognisable enough from

their silver-screen origins. Ou only gripe with the visua's is that the draw distance is minuscule. Maybe that's to add to the tension, but we suspect It's to keep the frame rate ch pper Still, The Mummy looks pretty tasty - get the skinny in our ful review next month

Al Bickham

The Mummy



Lara who? The Mummy is a 3D action adventure game set in a lattice of ancient tembs Hmmm, sounds a touch familiar, doesn't it?

FLAME GRILLED

These fisming brands aren't just for decoration. They provide fire for Rick's tarch, which burns for a limited period before snuffing itself out, it's good to keep a mental note of where they are or he'll end up with a free nose job, courtesy of a brick wall.



Unstable scenery. As in all good Indiana Jone

escapades, you'll find yourself sprinting past falling columns and loosely tethered swords



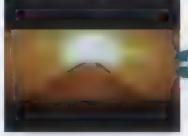


MINCE BEEFCAKE



Rick Connell, at your service. No job is too large or too small for this men. Apart from walking with a manly swagger - that's definitely beyond him.

MUMMY'S BOY IMHOTEP'S BEEN A BAD BOY, HERE'S WHY...



If you were the pharoah's most trusted aida, you wouldn't muck about with his missus, would you? That's exectly what Imhotep, High Priest of Osiris, has been up to. The big man catches wind of this, and Imhotep has to face the music in the nantiest possible way. He's taken to the ancient city of Hamunaptra, wrapped in bandages and buried alive in a sercophagus filled with revenous, flesh-eating scarab beetles. They suck out all his juice but Imhotep remains alive - after a fashion. Cursed to eternity as one of the living dead, he has no hope of reaching the after life. Then a certain group of adventurers comes along and disturbs his sleep .











O POINTS

- Light-hearted • Good-looking
- · Fest-pered

POINTB

- Titchy draw distance
- 'Whoms.cal' animat ons
- Funny walks

PADVANCE WARNING

Fun so far but not without its faults There are some questions about how repet t ve the samepla, could become as all you seem to do is run around open doors and . Il stuff But we'll reserve uudgement unt I next month

Publisher: Eidos interactive Developer: Blitz Games Number of players: One Release date Late November

Chicken Ru

METAL GEAR SOLID WITH POULTRY? MAYBE NOT. BUT IS THIS THE GAME THAT'LL MAKE YOU FEEL LIKE CHICKEN TONIGHT?

IDIOT BUTTONS

The game displays the buttons an innovation that shows how much Chicken Run is simed at younger gamers

PIEMAN



Dumb, under the thumb, farmer Mr Tweedy wents to put you and your clucking chume into a ple and make a large profit for his wife All you have to do is avoid him and his dogs

KILLER VEG

More like 'distracting' wag, as throwing sprouts makes any of the Tweedy's nesty hounds acamper after the leafy belt rather than your ankles



SUB-GAMES

Strolling about the farmyard can get a bit servey, so Chicken Run includes lots of sub-games, such as catching opgs, and disguising yourself as the fermer's wife and releasing the chickens



"You must sneak your way around the farmyard, avoiding the patrolling farmer"

RADAR

CUT SCENES

Not only does Chicken Run

incorporate cut-scenes taken from the movie (above), it also

includes sequences specifically designed for the geme (top)

The tin Shows what the farmer and his dags see, à la Metal Gear Solid.

he film on which this game is based was often described as The Great Escape with chickens. The equivalent in videogame terms is to call

this stealth 'em up Metal Gear Solid with, er, poultry.

Cricken Run gives you contro of Ginger, Rocky, Nick or Fetcher as they attempt to escape the clutches of evil farm owners Mr and Mrs Tweedy, to avoid being served up as pies.

You must sneak your way around the farmyard avoiding the patrolling farmer, his wife and the r dogs, and attempt to

pick up various farmyard collectables that can be used to help you fly the coop forever Sticks, scissors, boots, all get put to use in various ingenious escape attempts - such as disquising nens as the farmer's wite and making a run for it.

There are several sub-games in which you try to release as many chickens from the farm within a time limit. You can use cataputs, see-saws and fireworks to propel your buddles over the fence to freedom,

Look out for the full review next ssue 🖺



POINTS

- · Cood replay value
- Great licence
- Fun for al.

POINTS

- · A t t s mole • Lots of wanter ng
- Joor g rel

ADVANCE WARNING

Chicken Run 5 ,00x rg very encoyable, espec all, for younger gamers The ricles on of clever sub-games cut-sceres and movie footage might base be enough to engage the big + ds for an hour or three as wel.





UNLEASH THE BEAST WITHIN



www.wildwildracing.com www.rage.com Available 24th November

f Somy Computer Intertainment Tree All Rights Segurier

Rage



Publisher: 300 Developer: Anco Number of players: One Release date: Late November

Alex Ferguson's Player Manager 2001

FERGIE LEADS YET ANOTHER TITLE CHARGE. WITH THE SEQUEL TO ONE OF THE BEST FOOTBALL MANAGEMENT OFFERINGS AROUND



also tinker with your set-pieces to create unique manoeuvres on the training ground and thus for your apponents.



Often funds aren't available to ship in expensive ster players so you have to work with what you've got. There are a range of activities to develop your team's abilities, and plenty of coaches to choose from Make sure you appoint someone the players can relate to, and mix things up a little - If the squad get bored with their routing, they'll tell you no



layer Manager 2001 does everything in its power to let you know how well your players, and you as a manager, are performing. Like its predecessor (OPM58 9/10). it's not pretty and it has lots of menu screens, but once again Anco is shunning gloss in favour of depth.

Effective search engiles, and a statistical breakdown of how your boys are doug make you feet that you're tout is, for and governing the beit talent . Excope There's a tyun do bid nitre game vou coil, ee that

yours as grayler, party he as the quie our st to order on it case get the sack it you areas a single nry le vo it you agers are fired of the same for the offered by winge

Yo choose a y team from the English and Solusive ayes aid ince you ave total nont o over tar gar see tor yo re ar sweeth e to e chimid and fan of the b vo also cuse tactos a di pirchise and selp ayes with r you tudge PM 1701 yo also have the chance to take part as an id vidiar i ayer

TP 1 yer i P Tyer Manager billicy remedel se le ast of a scad a y opt a war tage are a tre version we player Amat tid 1 ever owever sithe statistical pecpa, fils gar you eay ee a your catia the canabillies of you from

The act a match ergine ooks sinciculationly at present wit ity (of cor date ton bid scot, a. . A star t and apply the retion 20 yarrs toward is own toal for with thank is opt is

The fore we law play ed only also piper of a seaso in t

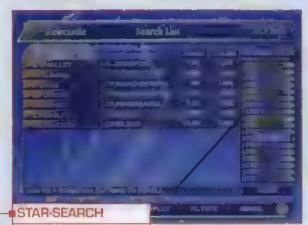
"The fact that you can edit selection, as well as tactics. to the finest detail gives a shows sense of involvement"

t was en itsy to convey the lerse of depti yo diexpect er it see es Tre to t trat yor can ecit set pieces as wo as tactics to the finest detail on signer a strong se se of 1 . 0 / TO 1 EVP : 1 1 E presentations to projectately

anpeary (Pary Anco sit focusing on creating and the game would certainly berefit from a will raige of active ragues Aly elly major gripps? Thise blasted oading t mes are back again ...

Lee Hall

Alex Ferguson's Player Manager 2001



The search engine is very effective. You can choose from all the game's personnel, including European stare, using a series of statistical filters to find precisely the type of player you want.

FERGIE'S RATING

In the finel game you'll be given a summary of your performance over the whole season by football's favourite knight himself

ON THE PITCH



You can watch the game in statistical overview or as highlights, or you can sit through the whole darn thing. Make changes during the game to affect an improvement on the field Or not

OPINION

POINTB

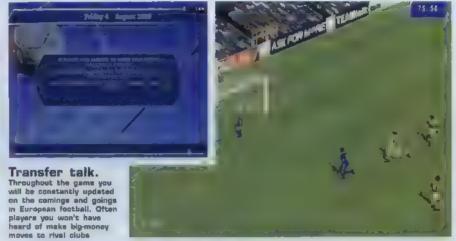
- Bood search engine
- note of tectical input • It's deep, men

POINTS

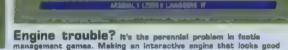
- Long loading times
- Only England and Scots Dodgy match ergine

ADVANCE WARNING

Great game but... Yes as always with Player Manager it's those Loading times Have a hap while other managers are busy with their daily tasks', When you wake Jp, you can get nto the nitty-gritty once more Oh for a once more Oh for s







PLUGGING THE GAP IDENTIFY THE GAP IN YOUR SQUAD AND FILL IT



But be warned: the tight blighters didn't budge once in our preview code

First you need to identify a weakness in your tasm. Take time to scan the squade statistics and build up a picture of their relative abilities examining opposition teams to expose your own 'failings' in the case of Man Utd, you'll find yourself eadly lacking a defender of quality to play alongside Jaap Stam. Use the playe search filter to identify a powerful player with good heading and tackling ability. It's best to look abroad us well as in the UK. Robert Ayala, for example, is also a good passer Bid for him and then negotiate a contract before sitting back to enjoy watching him mop up at the back









Publisher: Konam

Developer: Universal interactive Studios

Number of players. One Release date November

The Grinch

FINALLY, A GAME THAT LETS YOU BE TRULY NASTY TO PEOPLE AND SPOIL THEIR CHRISTMAS. HURRAH!





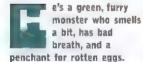
To make the Grinch's twisted Crimbo fantasies come true. and bring universal unhappiness to all, you'll need to destroy all of the Whon' presents Git!

THE ENEMY



Cute little boys? The enemy? Can't be right... but it is. The Grinch is opposed to all things good and nice, so steer clear of these little fellos





After a News Of The Worldstyle smear campaign, he's ostracised by the good people of Whoville (the Whos, no less) exiled and forced to live in a snowy cave several miles away, n perfect so tude. He has every right to be angry with the common man And he s. That's the lot of The Grach, you see So, he prots and schemes and comes up with a plan to get his own back on the people

of the town This is where you take contro

Although nit ally The Grinch might look like a 3D platformer, t soon dashes any such it uslons. There's a portion of platforming but that's not the crux of the game. In fact, there's no single thing that you have to do, you'll be destroying Christmas presents to unlock sub-games, tip-toeing past's eeping policemen, and collecting bijeprints so that you can create bizarre and, for the most part, whiffy inventions Rotten-egg launchers, anyone?

The most strik no thing about The Grinch is that you have to be unremittingly spiteful After all, you're the bad guy, so you do bad things. When you get into town for the first time you I find yourself squashing children's Christmas presents. and bouncing the little ones away with your fuzzy pot-belly when they try to hug you Accompanied by a darkly festive soundtrack, it's a truly unusuaand endearing experience

Thus far, the game engine is ooking pretty 5 ck, and the cartoony, stylised graphics certainly lend the title a sense of atmosphere. The animations are great, too, both for the

"The most striking thing about the game is that you have to be unremittingly spiteful"

umbering, fawning Grinch and his doggy companion, Max Press 📠 at any time, and you l be able to control Max instead of The Griach, He's handy for reaching areas that The Greach s too big to squeeze into a idalso for distracting troublesome towr speople, such as showbathrowing youths or freeze gen

wielding coppers. In short, The Grinch is shaping up to be an nventive and original game. It borrows elements from platform puzzie, adventure and shoot 'emup games, and blends them in a who ly novel way. Rest assured we libe keeping an eye on the green grumbler -

Al Bickham

The Grinch



Welcome to downtown Whoville, There are around 15

different locations within the

game, and you'll find yourself akipping between them in an

attempt to collect all the blueprints you need.

FLY



This bizarre flything (it's into exame the property of the actually a giant eyeball with wings) will sting you repeatedly until you eject your evil green turnsnygas at it. Twisted? You betche

DARK LIFE



This is the Grinch's health meter it's drained by all sorts of things, such as love from strangers and enowbells from mischlevous youths

OPINION

POINTS

- Inventive games.av
- N ce character sat on B marre object ves

POINTS

- To: easy for t g uns Repet tive in places
- Length issues

ADVANCE WARNING

for d te desert laugh and no doubt til be a to two the ddes too with the ddes cartoary vis ac-raight, but hice humour A same for all ages we have A f... review will te rominal your way soon





Carrey movie.
The Granch is based on a film in which Jim
Carrey plays a ker-azy green trickster who speaks in animated tones and is very facially expressive For a change





THE GRINCH FILES GREEN IS THE COLOUR OF ENVY



The Grinch. As furry green felias go, he's an uncommonly embittered and vindictive individual. The truth is, his rejection by Who accisty is only helf the story - the Grinch has actually designed a whole bunch of inventions to get his man half one that of inventions to get his own back on the Whoe, ruin their Christmas, and put the world (as he sees it) to rights. Unfortunately, all his gadget blueprints get blown away when he topples the boxes that contain them, so your initial tasks - alongside squishing the Whoe' presents - are to recover the blueprints and build the gadgets back at your hideout. And you thought you'd never see an octopus wall-climber in action again







Release date: Late November

ISS

NO LONGER 2000 OR MILLENNIUM AND DEVOID OF BOTH EVOLUTION AND PRO... IS THIS A CUT-BACK TOO FAR?

RESTRICTED VIEW



The camera angles can be tweeked for your viewing pleasure but the default is still the close-up side-on view that's ideal for when you went to sprend the play but tricky when you try to shoot

TREE NOTAM CEEDY KON WHIL

THE LOOKS



Hardly the prettiest thing to look at, ISS neverthelees delivers a fairly field game of footle. The exception has to be when the players perform sharp turns or tackies - at the moment the enmetion seems to stand still

CREATE-A-STAR

Not satisfied with your roster of kickers? Then make one up. Simply shift stat points around until you create the kind of player who'd be first on envene's team sheet

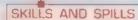


purely for arcade thrills and re es far more on attacking bravado than tactica lacumen

In another twist, the finished version will also be the first ISS to feature real team and player names after Konam rea sed t couldn't compete with FIFA on gameplay alone

In truth this version is something of a stop-gap before the arr va of the Pro Evolution 2 next year (see page 15 Sure pinball footbal is fast and fun but it's hard to see it serious v competing with the sub-ime creativity of Pro Evolution 2

Pete Wilton



The analogue stick enables you to perform fancy turns and your star players have special shilties like flashy step-overs. through-balls and overhead kicks. One-touch passing



"The finished version will be the first to feature real team and player names"

KNOW HOW



Knowing where your players are and the opposition aren't is vital, but due to ISS's sideon view you'll need to use the scenner to judge when the lest man is going to charge out of the box

POINTE

- Fam...ar Broade style Super-tough goales
- · All the right names

POINTS

- Retro presentat or
- * Clunky feel * Noth ng new

ADVANCE WARNING

We went to like ISS, but at the moment it feels like it's trying to play with two busted knees The controller set-uss are suggested and the players don't respond fast enough It reeds
improving if the to live
up to the high standards
of other ISS titles

eveloped by the KCEO team responsible for the N64 ISS, this new effort contrasts greatly with ISS Pro Evolution.

Tax ng an entire y different approach to videogame footbal, KCEO have attempted to create a title as accessible as FIFA. but which produces passing moves worthy of Braz I's 1970 World Cup-winning side

Cunning through balls and cheeky chips are combined with slick passing to generate fluid attacks that end in frequent goal mouth and dent. It's played













"The best bike game on PlayStation" 8/10



- · Authentic AMD + advanced real motocross dynamics
- Dozens of authentic motocross, supercross freestyle and amateur events including the THO US Open
- · More than 16 awesome fully custom zable bikes from each manufacturer
- · Over 50 combo freesty e tricks and s gnature moves
- · Eight challenging modes with mult player championship seasons freestyle competitions and careers













This, day-trippers, is the new PS one. Beautifully redesigned, it packs all your favourite ingredients in one powerfully cute little bundle. In the not too distant future you'll be plugging a mobile into it, downloading games and finding yourself glued to the portable screen. Once you discover it you'll want to keep going back to it, unlike the hangovers, the phrase book, and the girl with the particularly large boyfriend.

























PSone.



FEATURE



Contents

ABSOLUTELY EVERYTHING YOU NEED TO KNOW ENTERTAINMENT REVOLUTION STARTS HERE



irst there was fire, then the wheel eventually electricity, and now

it will change all our lives

Sony refuses to call just a PS2 at the centre of a homeentertainment revolution. The Particle of spaining marking the Naitail Chairmalogy (coll-file) iliail in in a splitsler (ports) and A S. I. In the second limit of the feature of the second the imminent entertainment

inalisatan Bili bah bah bah The first private that we receive the first the said the said 10 pages 15. BOOK OF THE STATE OF STREET the future... we're going to multiplication of the state of inside and out. Bring it on.

A BOX HE DELIGHES P62 So what do you get for £299? Wa take a detailed look at PS2...

OPENTING TIME P&4 ... then expose the magical workings. of its inner sanctum.

P66 ALC LIVING RANAS More than a console, PS2 is the hub of your futuristic homeentertainment centre.

BROADLY SPEAKING P68 How PS2's hard drive add-on will. harness broadband technology.

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SMOOTHER & FASTER P72 it's true. PS1 games get a new lease: of life on PS2.

P73 Our myth-busting enswers to all your PS2 questions.

THE LAUNCH GAMES P74 Every title available on the big day,

P76 The definitive verdict on the first wave of PS2 titles to hit UK shores, including Takkan Tag Tournament; Ridge Recer V, Silent Scope, Smuggler's Run, Midnight Club, and ESPN International Track & Field,

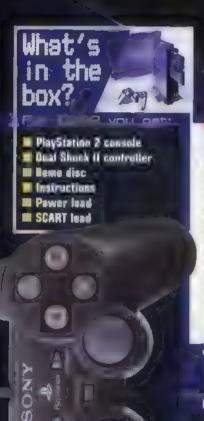
P80 A first look at Silent Hill 2, plus Commendos 2, Unreal Tournament: and Gran Turismo 3. Get in there

LAUNCH DATE: 22 NO /EMBER 2500 TERRITOR A UNITED MINERON IR EUROPE SUPPLY 200,000 UNITS (SOCIEDE SUREDE VIEW

FEATURE

PS2. A ROX OF DELICHERS

WE EXAMINE EVERY NOOK OF THE MACHINE THEY BE BALLING PLAYSTATION 2





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JOYPAD PORTS ____

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FINGERS OF FUN

ANALUGUE RUTTUNS

of central business they juin season up to 258 wols of prossure when ity of year this in britt

For driving games, for numple, where you not feather the brake button to bold the resing line rather than relying as the stomey old lights the bill between the selfsensitivity, though Aidge Accor I sen read three

SELECT START AND ANALOGUE SWITCHES

tip before, these are the basic meetrals up your pad. Builtak as 'anningue' to make gitti sticks active...

ANALUSHE STICKS

Usel Shock ped, those sticks give you grantes, precision to your niterrative to the B-self.

VIEROLIEN

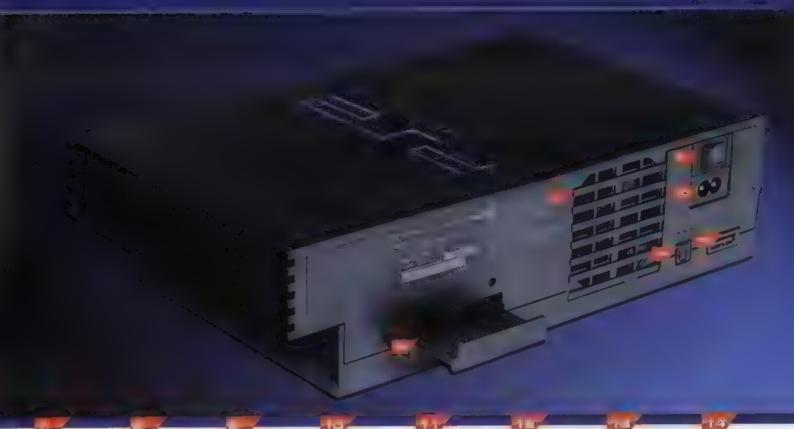
MOTOR

cisch area are the throtten motors. Hosy operate just like the topic litech I pade and deliver a shudder of delight when you go ever shoreous ar not penched, for exemple,



Identical to the original jud, everyt It's new a jud, everyt It's new a stantidy blank colow 16 lite with the neile steekine. Ills leek, it sejo fand Stock II on the frank in Physiotics-blan. Ill.





USB PORTS

I I-LINK PORT

SWITCH

POWER CABLE

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COOLING FAN

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PERIPHERAL VISION.

LINK CABLE

iin yet there are so confirmed place for sill official lick nable, nover the most gapulary of purigherale on the original PlayStation. Eventually it will be passible to council twa PS2s with an ilink cable, although no software companies liens appeared any james that will impart the technology? DUD REMUTE

Simural controllers will be available of journel, with a Throutmaster audeli trom hardware company Guillamet this first to be announced. Hong's official contymer to an the way for early nauty year. You can also the poor that Shift If put for some-stripping perpension

DEMO DESC

Will will arrive unity profit dense dies absorbating the towards's capabilities. The ployable protect ope or follows: 2008 doors, 2005, only the arrive Michigal Mild Analog. Mighlighte include on intra manie, u tochoścał doma angi reling dames of 15%. Seed &r Alice 2, Fantaninina, and Ridge Roser V.

MEMORY CARD

incilly that's occupied for social PS2 games. Eight times more provected than the night cord, it utilises Sany's now dota encryption system. Magic Easte, This system is also would by Song be overed into no other gadgets, inch as concerders and digital Walkenness

B-CON

There are an glade till produce on efficiel lightgan designed specifically for PS2, as we lightgun games have been announced: yet. Remour has it that a IX developer in working on an as-pat-nonemed lightque title that will be the first on PS2. More on that so we menur the fatte.

STEERING MHEEL.

Sun out next February with the game. The resis fracture of the wheat is the Trus Force Fredback Steering. That meaning you'll experience a forestening of the wheels to got reach high speeds, and things will! get tighter an bondus

MULTI-TAP

The original POT Mahi Tap done MAT mark in PME. You'll have to got your militi to this more sturily boost, which plays into buth the Centraffer and Managey Card slots. 19 enables you to slot fore tradesifiers and four Momery Cords in for top multiplayer gaming pleasure.

RF LEAD

The standard SCANII had thet seems with your PER will work line in new tellies, hat name elder TVs den's have the right connection. Four net, you can now your old lif colds that connects: in the norial sector, on each say a reserving spanishing new one. S-Video and companishing insula mench took

TAND

tion's it annuing? POSE tion whose up to I and proud to shot monly by your IV with the sid of a nifty stand former be instructed and control be instructed and control tary one, as the converse will remode up typical of the country, through any stream wind or strong wind or marauding toddiers mill noon put paid to that;



The Emotion Engine layer

THE HOTHERBOARD

The group metherboard in covered with hundreds of tree electrical devices, same of which even Mike struggles to name processly. Capacitors rectifiers and the like ensure that execunt is delivered. amouthly to the components.

There is also mare to the boped studf than 14 (minuskatoly apparent It's actually made from avar a dozen (ayaro, ol) consisting of nathways 030300 aformation about the system Small doin on the surface denote and loyer joins another

THE SYSTEM BATTERY

This battery keeps the real time clock running when the system is switched off at power down mays Mike "When I reducte this machine the clock will still show the correct date and I me

ROCESSING UNIT SPU23

The append processor this has tore 0 and Core 1 which are necessary to produce stereo functionality, each of 24 voices, operating at a frequency of 36 864Mhz giving autpet from 0 to 48Khs," explaine Mits

This is the big noise behind the sound effects and sampled spench on PlayStation 2 It is supported by its own dudicated SHOW REPORT BOOK SHOWS mauns planty of storage space Gr samples, munical waveforms THE REST WEE

DIGITAL DETTRAL DUTPUT

"The enables fibre antic connectivity," says Mike. "This allows for digital connectivity to a mini diuc, for unample, or to a Dolley Digital 5.1 ducoder which can then go into a half digital surround sound system."

If you want to record PlayStation 2 music on to MiniDisc (parhago from some neighbours with Dalby Serround Sound Tekken few, then in the bole you'll plup into

GRAPHICS SYNTHESISEN (US)

The main graphics process ag met, renging at 147 456 Mhz H Dan 1980 IS endowned with and processes polygans and performs line tracmo, antiallesing and all the other graphics functions. Basically, the Emation Engine works put what a scene should look like the ES then paints that picture on second, 9MB of RAM muses the this does it a much more putckly than if it had to get its data from the main system BAM

Baffins will notice the 65 runs at half the speed of the EE All the chips' clock speeds are derived from the main control hear' of the EE like a drummer banging a beat on a slave ship

PASTEM MEMBER

"These two circuits are the system SAM. They are each 15MB and they directly serve the Emotion Engine," says Mike

The two chips provide PlauStation 2 with 32MB of crots memory - the first PlayStation had 4Mb. The memory or marely used for storing graphical eformation before it's required by the EE or GS, like actors waiting to the wings. It also stores the rules for game physics, for artificial stallmence and for pameelas - in short. everything the game needs to run including the code itself

THEAT DUTEVUT PROCESSOR (TOP)

Thus in

Bil this fits toside this ne P52 thip

the sure claver chip SPEED TO ASSESS THE complete functionality of PlayStation," says Mike. "It bandles all the main saturface functions. Date from the USB parts, the c-Link, the memory cards and controller ports all comes n here."

The tOP taken those inputs pressing ® on the pypad, for nature and processes them then feeds thom, via the system bur, to the EE, GS and other chips

And it's atunning to think that the entire PS1 now basically lite into this one chie in PlayStation 2

It actually runs at 294 point comothing Mits, but who's counting? EE in almost tun times

WITTER AND INC.

This is the heart of the

machine the main central

128bit 300Mhr procusior,

and manufactured by Spey

faster then the PlayStations

GPU but that's only half the

story - it's what your chip does

at that speed that really counts.

With over 13 million trans store

anide t, Emotion Engine in

responsible for decoding the

circuitry what to do with it

date contained on PS2 games

and then talking the cost of the

performing calculations and the

Braphice Synthesizer duing all

the graphics bug work such as

shading polygoes, the Emotion

Engine guts for more done in a

second than would a supposedly

laster PC chip operating. In Isch

Emotion Engine is technically so

powerful, they had to change

the rules on super computers

to allow PlayStation 2 to

be suported.

Missing two Vector Units

Computer Estactormant.

developed beapoke

processor," says Miles. "It's a

FEATURE

ALL THINGS TO ALL LIVING ROOMS

WHEN IT SAT DOWN TO DESIGN A SEQUEL SONY CLEARLY HAD IDEAS ABOVE ITS PLAYSTATION, AND THE INCLUDES A DVD PLAYER, PC-LIKE CONNECTIVITY AND AN APPETITE FOR TOMORROW.

his is a console that will boast some of the very best videogames you'll have even seen, Let's be clear about that - It's not a CD player with a graphics chip bolted onto the side.

But it's a console that plays DVDs too. Many people haven't even

video cameras and printers while organisers and mini-disc players. In

Right now, PS2 is a games machine but that's only stage one of Sony's masterplan. It's also a slice of uture-proof technology intended to we'll show you the shape of things to come, but what do you need to exploit the power of PS2 here and

THE ULTIMATE

NAME Tosh ba 61Pu98B PRICE 93 500 COMPANY Tosh ba CONTACT 01276 72222

You want hig games. You want big sounds. Then you'll need a big TV. The Toshiba 61-incher is the Godzilla of tellies, offering over five feet of picture. It even bosste a built-in Dolby Digital amp if you're feeling a hit strapped after that





We asked Steve Jametr, regular contributor to What DVD? and To magazine, if the PS2's DVD player was up to scratch

mong PS2's many appealing. festures is its playback of pre-recorded DVD videos. In fact, the sales of figures of hardware to software in Japan auggest that many PS2 owners are using it primarily as an affordable DVD player.
I've seen it in the flash and, daspite

rumours to the contrary, can report that DVD playback is absolutely. fine. Truth is, I've seen dozens of DVDs players, from £700 top-of-the range systems to £150 budget models, and there is hardly any major

illicombile difference in picture quality compared a Japanese PS2 to my own £600 Pionear and I'm damned if I could tell them spart. Given that PS2 will generally be linked up to a bog-standard TV, rether then a dedicated home cinema set-up, the answer to, is it up scretch?' is a rether emphetic Yes.

Of course, with dedicated DVD players, you get a host of luxury features that improve their asse-of-use. Playing a diec via the PS2 joyped is.

just about bearable, but film buffs who want access to menus and special features will went to get a remote. control, due next year

Fortunetaly, the UK mechine has the MPEG-2 software needed to run the DVD player stored on Flesh RAM. inside the machine, rather than on # Memory Card like the Japanese version. Sony also reckons it will be able to update this software in the future by making new drivers evailable on upgrade discs.

- DVD FACT ATTACK

 DVD stands for Digital Versatile Dies
- The picture remieting in telem deal of VHB video
- in the nound quality is this was all # CD
- The storage capacity is 7.5 times that of a CD
- DVDs do not suffer picture
- deterioration with repeated play DVD players will also play CDs and/ video-CDs

GAMING SET-UP

Sounds

Bladity logic on PSZ

Great

UNIVERSAL CONTROL

NAME: Pronto PRICE E200 COMPANY Philips CONTACT 0500 787828

The only trouble with all this kit is that you'll soon find yourself scrabbling around for the right remote control - a complete pain in the area when all you want is a quick round of Takken Tag. Never mind, you can teach your Pronte the controls for all your gear and set up macros to assign each piece to the best settings at the press of one button.



עד-יםעוד RECURDER

NAME: TiVo PRICE £400 COMPANY Thomson CONTACT: 01732 520920

You've just got to the final levels of Merni Gear Solid 2 and have been playing it now for two weeks nonstop. Trouble is, when it's all over, you realise that you've missed a season of

Catherine Zeta Jones movies on the telly. Well, it's not a problem because your TiVo recorder has been actively seeking out your favourite programmes and storing them on its hard disk.



AU AMPLIFIER

NAME VSX 908 RLS PRICE £1 000

While the built-in amp in the 61inch telly is DK, if you really want to blast your neighbours out of their

underpants you need some serious power behind your sounds. This is the cream of AV amps, specially crafted to make your music majestic and your movie action awasome. It's future-proof too, coping with George Lucas' new Lucasfilm THX ultra format as heard in Episode One.



CINEMA SPEAKERS HOME

NAME: 800 HOME CINEMA SPEAKERS

PRICE: E5 650

CONTACT: 01903 750750

what's that about? There's no way around this. If you want proper surround sound you'll need to fill What discusses abundformet celled by Digital 5.1. This splits the sound into five channels to create the mime your gaff with a whole host of airquahers. You'll need a centre speaker for dialogue, plus two at the front and a pair at the rear for those surround effects. Finally, a sub-woofer rumbles away to shake you in nd speakers. PS2 elso supports in upgra wa version called DTS (Digital your boots. And if you want the best then you've got to pay for it eatre Sound). Few DVDs and no games support DTS, But they will and the Nautilus are the best.



Whether you're a novice to gaming or an old hand blistered with PlayStation : thumb, PS2 can be a confusing world...

On-ecreen imagery, usually based on geometrical shapes. designed with 'depth' and manoeuvred on screen by game to give the impression of a true, perspective-based world, despite the flat screen.

The smoothing of lines of curves to remove jagged edges by blanding several colours together. Because of the finite number of pixels on a screen, a diagonal line must be made up of several smaller lines, which can give, noticeable stepped effect.

A connection in an electronia circuit used to carry data between chips, RAM, input The system bus is the PS2 equivalent of a high street

All data is stored in a computer as a bit. A bit is 🗟 binary instruction which can either be on or off. A byte is: a collection of eight bits. Console memory, and hence how many instructions it can handle et once, is measured in bytes. A Kilobyte is 1024 bytes, a Megabyte is 1024Kb and a Gigabyte is icosamb. The Oct has this RAM, the PS2 32Mb and the up oming PS front drive will probably have an elephantine 20Gigebytes

Smoothes out the application of textures onto 3D objects to avoid them appearing overly blocky or blurry especially in close-up.

FEATURE



ading into a horde of human paponents in some virtual online arena lacerated with rocket-fire is the ultimate gaming experience. Watching the screen freeze up and the action judder along like a demented slide-show is not. Speed is everything, and the fact is modems can't squeeze data down your telephone wire fast enough to cope with cutting edge gaming. The top PC players eliminate these oroblems using ISDN digital connections. That's why Sony executives have rejected analogue modems and the Net as PS2's standard link to the outside world. Instead they describe PS2 as a broadband device and have a vision of the future

that reaches far beyond multi-player gaming PS2 is designed to be hooked up to the big fai network connections now being supplied by cable Th companies and new telephone services, such as BT's

download entire movies as you watch them

movies - or shop, or listen to Japanese radio on hear American sports broadcasts or whatever

e-mail, across its own broadband network. This vision is still at least a year away. Sony has told the maker, but much more than either of them. It's related media, technical and financial companies in Japan and America. It's also launched sonystyle.com

an online shopping and lifestyle portal.

And it already has movie and music divisions take a genius to see there's more to this than game:

But where does that leave us? A little more enlightened but still confused. Will we be able to required to write games for them, but none have

m massive take-up via cable and satellite TV within

No doubt about it, that's a long time to wait out Sony's plans are nothing if not ambitious, and some things are worth waiting for.



A Hard Drive to the Broadband Network

To make PS2 into a true broadband terminal, you'll need to take the hard sell - and shell out for the hard disk

e-hard console gamers might never have encountered a hard disk before, but PC users will he familiar with the technology. even unwittingly. A hard disk is a non-removeable disk drive that can store masses of data. PC hard disks routinely hold over 20Gb - enough to store five DVD discs.

But PlayStation 2 has a DVD drive a ready so why the need for a hard disk? We the hard disk has the key advantage of being a ewriteable med in which means that you ca save information on to it erase it and overwrite tilts ike a cross between the RAM that the corsole icads a game into from the DVD and the DVD that can store information permanently, It's sower than RAM but faster than DyD ts rewriteable like RAM but, like a DVD. It can store the information ndefinitely - at east until you de ete 1

Tell ng y the hard disk s combined with a broadband adaptor so you can ack PayStation 2 nto a socket connect on in the wall and you need them both to make the most of Sony's planned broadband network

Why? Aed one reason is that t makes Sony s lob a lot eas er. It wall dibe possible - but d fficuit - to enable PS2 to down oad



straight into RAM But t's far easier to store the data on to a hard disk, then have the PS2 load t when required. A hard disk smoothes out all the glitches that can happen in network transmissions But, most mportantly, it enables you to buy an album today and isten to t tomorrow, or down oad a new episode of Lomb Raider

moves and music

and pray it for a week. The hard disk will give PS2 flexibility that has never been seen in a console

The hard disk is also vital in Sony's vision of making PS2 more than a games machine. You don't want to edit pictures from your digital camera only to ose all your work when your PS2 is inevitably sw tched off. So you'll save trem on your nard disk.

Unlike our Japanese cousins- ngaming, who will plug an externahard disk into their PS2s, we will be able to slot hard disks directly to the European mode va a specially created hard disk docking bay at the rear of the machine

Anat's not clear yet is exactly how much data the hard disk will be able to store And there's no confirmation yet of a release date (probably next year or a price We can only hold our breath

The number of times a game screen is updated per second is a common measure of graphical amouthness, and is termed 'frame rata'. A screen updated 50 times per second will appear amouth to the human eye. Complicated scenes can be difficult to calculate and slow the console down, leading to a jurky effect,

MIP-MAPPINE

Using different versions of the same texture for different polygons, depending on their viewing distance in the acens. High-grade textures are used to improve the appearance of foreground objects, while background detail in reduced? to keep up game speed.

PIXEL

A computer or games console image is made up of parid of pixels. Specific pixels are then coloured in to create the desired graphic on-acreen. A typical screen resolution would be 640x480 pixels. Higher resolutions mean more pixels - and thus better graphical appearance but they're costly to process and can slow games down...

A flat shape made with all least three sides. Polygons are pieced together by gameartists to make 3D shapes...

receive deta from input devices such as joypads of moderns, or can export data to printers or TVs.

A kind of silicon onto that performs calculations on data new deta. The Emotion Engine is PS2's main processor, and is designed to shunt information from the game to PS2's specialist components and back agains The Graphics Synthesiser, in contrast, is a specialised: processor optimised for graphics.

FEATURE

PLUC IN POWER

Never mind the Emotion Engine, the PlayStation 2

f plugging a lightgun into PlayStation got you going, you'll love PlayStation 2. Aside from its two game ports (which will be graced by the usual array of weird and wonderful controller peripherals), Sony me hulk in other manhackens commented than HER year and an I-Link port

known as Firewire, which better describes its speedy power At 400Mbps it has more than 30 times the bandwidth of USB, so it can handle digital video input from camborders.

than just three devices to your machine, despite the port

The catch is that none of these gadgets work with PS2 release software that makes use of them. It's no use plugging

loaded, nor will Fimespiliters think much of a digital print Sony has already announced the first PS2-compatible devices

WEBCAM

We've already seen protetype versions capable of tracking a gemen's DUCTOR BELLEVIEW translating them into a game (See page sin). New imagine it taking a pray of your living ream and parting it straight into that Silant Hill 2 scene that's get you hallering for mother. That's the kind of interactivity Sony is experimenting with now.



MOUSE 1

Vital for recket-jockeys and strategy gamers, it will also be invaluable if you're looking to de something creative with your PS2 such as edit graphics or mix music.

Apple's oddly-named Airport is a shortrange redie station that transmits from the Firewire part to the phone socket, providing Internet access without leads. It could easily be adapted for PS2's i-Link slot and could support a wireless network between several consoles for link-up play.

70 🌺 OFFICIAL UK PLAYSTATION MAGAZINE DEC 2000.



DIGITAL VIDEO CAMERA

Recording your holidays, mates or movies on a digital camera is all very well, but the story needn't end there Bigital movies are easily edited, and with the right software, you could be cutting the next Blair Witch project on voor PS2.



DIGITAL PRINTER

Turning your PS2 into anything from a home office to the nerve centre of an eco-terrorist abster workshop, Sony's calour printer is due out in Japan this month, with software to boot. Ductored pictures of your mates, anyone?

ANALOGUE MODEN

Sony don't like modems so this will be left to the likes of Suncom who've announced the Online Station - a standard speed 56Kbps modem. It won't bring us broadband but it will enable head-to-head games, simple Web browsing and emailing.

MICROPHONE

Microphones combined with speech recognition software could really give us something to shout about. Taito has announced the fantastic-sounding football sim, The Greatest Striker, in which you play a touchline manager, bawling at your players to pass, shoot or "move over for my old blind granddad who could do better than that". You know what we mean.

KEYBOARD Handy for composing emails, sure. But wait, future online arenas will allow PS2 players to bettle PC nords. Nothing can best the of mouse and keyboard combo when it comes to first-serson shoot 'em ups, so if you're going to survive you'll need to get tooled up, Unreal Tournament will susport them on PS2.

DIGITAL STILL CAMERA

At last the camera lies. Digital snaps are simple to manipulate and, eventually, you'll be able to use your PS2 to drop them into games, Imagine blowing apart countless Resi-zombies that look suspiciously like your boss, Sony's PS2-compatible Cybershot DCS-P1 is due to hit Japan about now and can

also print images. and save 20in the same movie clies.

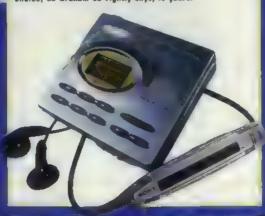
SONY



WAP phones may offer clunky internet access but what we really want to see is the successor to PocketStation, Load up your favoured wrestler from WWF 3, gump him up all day on your mobile's virtual sym then download to PS2 in the evening, ready to break ass.

MINI-DISC PLAYER

Take Codemasters recently announced Music 3 DJ software, mix up a few tunes and then record them direct to MiniDisc via the digital optical output. Or upload new samples direct to PS2 from digital Walkman's. The choice, as Braham so rightly says, is yours.



Random Access Memory (RAM) is the short-term memory of a computer. The DVD places chunks of game, here which are then accessed by the Emotion Engine and other chips via the system bus. The data in RAM can be updated, enabling the CPU to draw. upon fresh instructions. that let it change the picture on the TV, the in-geme score and positions: of characters etc.

In three-dimensional graphical this technique involves applying progressively lighter or darker shades of the same colour to a 3D object to give the impression of light falling on the objects

An audio technique that immerses the listener into a 30 'soundecape' where directions, depending on the location of the object smitting. them. For example, you might hear a cur screeching up the left-hand side of your car in a driving game, while a police siren wells on the right. PlayStation 2 supports Dolby surround sound in the DVD player and can output is to your hi-fi

A flat, patterned map of pixel. colours applied to the polygons of a 3D model to represent realistic surface details like cracks and smudges. These texture: maps can be wrapped around objects to give the appearance of anything from: in rough wall to a face. Lighting, shading and filtering: completes the illusion...

These are two logical units (sort of mini-processors) within the Emotion Engine chip that provide the main processing horsepower. Reputedly hard to program:

FEATURE

SMOOTHER AND FASTER

FACT PLAYSTATION 1 GAMES PLAY BETTER ON PS2

to be limited not only may be \$12 play and any of your old PSI games but in many instances, it can actually make them look better and load feeting may sound impossible but the new machine PlayStation Driver, the piece of software that lets it pro-PSI code, can also lie set up to do grammate, of please things using the extra power of PS2



FASTER DISC ACCESS

Apart from playing DVD discs, the PS2 disc drive also works as a x24 standard speed CD player that's twice as fast as the PlayStation's CD drive A few games don't work with this 'fast' setting switched on but as for the rest loading times are often cut dramatically. In Tenchu 2 for instance the lantern symbols that show loading progress don't just light up one after another but often three at a

time! Loading between many segments is cut by as much as 70%, often taking just four or five instead of thirty or more seconds for the information to be read and a new leve i nov e to appear on screen. But as if to prove that it can't heal the sick we found the new driver can't turn the annoying opening doors' sequences from Resident Ev. 3 into an eye blink (though they do open faster)





SMOOTHER TEXTURES

A common problem in many 3D games is that highly detailed polygon surfaces can appear to craw or 'go gra ny'. To stop this from happening PS2 uses a technique cailed MIP Mapping. The idea is to use low res , ess detailed) versions of the texture on far away parts of a surface and a higher resolution vers on of the same texture close-up. The result is that surfaces will appear more so'd as the PS2 effectively 'blurs' masses of polygons just as your eyes tend to do with surfaces in the real world - the only detayou ose s the graininess you don't want!







We tested out the effectiveness of PS2 tenton amoothing on Tenchu 2 (left). The most obvious difference is that the pillar in the foreground is much less blocky tooking. The wooden flooring has also been improved. Previously jagged black lines of colour are blended and 'emoothed' out. Finally, look at the lightcoloured well. Not only are the individual squares of colour less prominent but the dark wooden state now: appear to have been straightened - mireculous!

How to do

The texture emoothing and the fast CD-read are accessed through the PlayStation Driver options menu. You get to this by pressing (A) when the glowy Browser appears (when you fire-up your PS2 with-out a disc inserted). Change the Texture Mapping option from Compatible to Smooth and the Disc Speed from Compatible to Fast. If you do have problems with these settings you can always: change them back to Competible for standard PS1 performance.









HE OLIESTIONS WE GET ASKED ABOUT PS2. A LOT

CAN I STILL GET ONE OF PSZS?

No. not without offering No not wronge or resorting to violence.

WILL THE PS2 COME

Post makening the tree from al the contents

AND MACHEN	- 4	,
PLAYAB	ы	ь

Sports SSX S AND PO S DEVENISH A A I RAD T Racou

VIDE O/ROLLING

Fry 19 A v. F 1 4 5 71 E-271 . 4 JP R HPP V it h

EXTRAS

AMA I SA INCOM y 1 y or My Joy My Tre

ATTRACT MODE

A

YABASIC BASIC

the Ism of YABASIN a the temo in the tary a try siesty SUITE BIS Y SCHOL YABAS SO ve or of the program in a lank age. PAS (har add) game developers LOCUSO DE US W. L. This ZX Spect a Once yo ge he mag of tit e the you to program you own gar on PS2 VABAS is eff a vely a aptacement for the states het Varoze p / t (a i tale buy in a special Pay to 1 . lavig a working H Cook the "+ (+ T to time the HA 341 ST P OF PAC AU ANT 9.

ria a hat as parces of va his Ne a the arrity to key code in THE PS, nevbeard The deals that will result exposo of ew erve reit facil All yes that coult

Content subject to change due to s prode colk dos and Acts of God



GAN T PLAY PS1 A illiest all or bear one

GAN I PLAY PS2 BAMES ON PS 12

GAN I SAVE PS2 BANES TO A PS1 MEMORY CARD? No

CAN I USE A PS1 MEHORY CARD IN PS28 Yes, but only for PS1 somes

G ARE MULTI TAPS COMPATIBLE EITHER WAY? His ...

WHAT AROUT ALL OTHER PERIPHERALS?

A Joypads and other official: controllers mili be compatible without may.

Q HOW MUCH WILL GAMES

That's mostly down to the There appears the best vittes could come with a £44.79 tag/ though It's likely the mejority of genes will be priced between £30 and £39.99

WILL THERE BE A RANGE OF PLATINUM PS7 TITLES?

A Sony isn't loan happen on Sony isn't ruling that out PS2 it won't be fer 15 months to two years.

MILL I NEED ANY NEW Q LEADS TO PLUG INTO

You'll get a SCART lead with your new PS2, though you can use your old WF unit or purchase a new one of your Is not SCART compatible.



We the every rainen instruct of a search of Hs s 110 113 0 kg 1 000 avia use nest yed Mill the respective may want he abilities by some the sicilies a Marc We in reason to he evil Sory E rope my jet a bet mot e sate. bere either stimas I that labeled to ser across with no all a receiving cather han draig to it be always some sopshare are Typet a new picting at where yo a several clow for a Parties or the a strateforme tss or assissing to the terms of the standard as inscribed makings your oral most getting a minimum is soon as follows a C

Q WILL I BE ABLE TO PLAY JAPANESE GAMES? A No.

Q WILL I BE ABLE TO PLAY DVDS FROM OTHER REGIONS, SUCH AS THE US AND JAPAN?

Yes and no. The UK PS2 can Play Jepanese DVBS but you'll need on NTSC compatible TV to watch them. US BVDs aren't competible though, so cheap imports are out. Danna

Q WILL I BE ABLE TO BRUNSE THE INTERNET?

Not yet, Unofficial modess.

A Not yet, Union to release are planned but release dates, price and capabilities remain unconfirmed.

Q WILL I BE ABLE TO

Eventuelly, but no one has announced a PS2 online game yet. The necessary peripherals won't be available until the middle of next year.

BE PUBLISHED? WILL OPW CONTINUE TO

Yes, OPH is still the most Popular games mag on the planet and will run for years.

Q WILL YOU STILL COVER

Oh yes. We'll bring you. eveilable on PS1, the biggest home consult in the mortd. Removers will also have no in-depth look of the FY2 with hems, previews, reviews. and features.

WILL THERE BE A SPECIALIST OFFICIAL PS2 MAGAZINE?

Yes. See page 158 for more details of Official PS2

HOW LONG BEFORE PS3?

AAAAArgh: we you satisfied? At least five AAAAArgh! Are you never years, so your mechine will not be obsolete for a long while yet.

FEATURE

THE LAUNCH GAMES

Not content with the biggest hardware launch in history Sony is determined PS2 will also have the largest launch game line-up ever

DRIVING GAMES

FROM 24 NOVEMBER



RACING CHAMPIONSHIP Publisher: Lb: Soft Developer: house

Arcade hiased action marks out this top that I river Exist io of a rear is him dirige in ley to the + ave



STUNT GP Publisher: v Developer: Team . 7

Racin coultro led lan stand game to a idd tenaths are no 216 10 15 - 611 aero es according 11 vo and 119 time ther soup is v - ve -1+



HIDNIGHT Publisher: Rockstor Developer: A ige

Point to No thater mat times regard it stants to 1 SECTION GIORE THE onts but avoid the on-rushing uggemapts



RC REVENGE PRO Publisher: Acc aim Developer: In-house

Return of the radio-control ed vehicles who want to prove that size isn't everything. A range of ruge hazards come as standard



RIDGE Publisher: SCEE Developer: Nameo

Class race series ups a liear to come an taster and smarter than ever Shame about the borders mucle t. See the review on page 77



MUGGLER'S Publisher: Rockstan Developer. A ger

Off road driving game w (h xes robbery mh-climbarg and resisting arrest. Ram a mate steel his stash and scarper Review or page 781



TYPE S Publisher: FA Developer: - Inquise

Crisp ook in but wolibly to is ing racer tined for real cors F THE THE CELLS and Menty of opposite Jok Che of tie weakest ties n the nack

The Control of the Control



Publisher L S H Developer: 1 to the

therefore of the year bases or Disney's animated epic. Lead fer ow dinos in a desperate intercontinental dash to escape extinction



GRADIUS III AND IV Publisher: Konam Developer: In-house

180s areade side-sero ling shooter resurrected for PS2 duty Basic fly and shoot with a fancy rendered intro tacked on

I THE RESIDENCE OF THE PARTY OF



Publisher: Kongo Developer: www.isc

Prove yourself at ace raks . by fak g out terrorists and saving the president. No plastic rifle but plenty of firepower (review on page 78)



TIMESPLITTERS Publisher, Erans

Developer, Free Radical Design

Obscenely pretty first you time travelling with a satchel of neavy weaponry Played to 1ffs. I destined to be huge.



X-SQUAD Publisher: EA Developer, In-house

Third-tierso 30 shooter You 1 ist send a four-strong team into battle with terrorists, destroy spenery and fip switches Reviewed next month





ETERNAL RING Publisher: Crave Developer: From Software

First person action-RPG involving ring accumulation to gall at acks and aborties. Plenty of text dialogue and mangling of orcs

STRATEGY



THEME PARK WORLD Publisher: E.A. Developer: B. trog

Build your own funfair then charge virtual punters a fortune to sample its pleasures. Totally on que strategy game



RAYMAN REVOLUTION Publisher: up Soft Developer:In-house

Sleeveless 3D leaping aimed at ankle-biters, Cute and corourful levels well-animated enemies and abundant power-ups



FIFA 2001 Publisher, EA Developer: In-nouse

The pest sering PS tootha game ays on the style with more at mation crisper LO ISIONS And over 10,000 prayers, Con. nok at tiose sponsors logos.



Publisher: Konami Developer: Kanam

Japanese star kick err ip comes to Europe with real waver haines and even taster more fluid gameplay and tactics. The N64 style version rather than Pro



MADDEN 2001 Publisher: EA Developer: In-house

All-time great series invites you to taste the pain of American Footbal Sturning detail plush graphics and smart tactics



Mountain (with another server appeared store) and 22 more will arrive (suring December and spatish on glosse, are planted day release) by real blacks. an incredible 96 games on the shelf in just four months

OPMS first PS2 noviews start on 1176

FIGHTING



TOP GEAR DAREDEVIL Publisher: Kemco Developer: minouse



WILD WILD RACING

Publisher: Rage Cames Developer: minousc

4WD off road mighty driver that it was time that's and must the lenges across those, iterated and the JSA



DYNASTY WARRIORS 2 Publisher: Midas Developer: Koel

Highly ambitious martia epic in which heroes wade into - 4 (0 3 3) nillient to corse of 1 000 munication Looks great.



RUMBLE BOXING: ROUND 2 Publisher: Midway

Developer: Midway

First swipe on PS2 from the tongue-incheek abus conds) EuryPipt | IVP and massy OTT characters.



TEKKEN TAG TOURNAMENT

Publisher: SCEE Developer: Namco

Best-selling bruiser doubles-up its 39 characters to deliver action and sever playing mode (Review on page 76).



STREETFIGHTER EX3

Publisher, Capcom Developer: Capcom

A launch title in Japan, EX3 is another speedy update of the the facuent en ps The bud sige s file of the ters can battle it out at once

Join a secret motor class and tear up the streets chasing wais, causing chaos and trying to escape from the law.

PUZZLE



EVERGRACE Publisher: Crave Developer: Final Software

From's follow up to Eternal Ring, this time featuring real time talking characters and an extensive character wardrobe Odd.

NHL 2001

Publisher: EA

Developer: In- 0.15e



KESSEN Publisher: EA Developer: Kom

enda apar Command mighty armies and overcome RPG-style dilemmas to become top general. Strong Japanese stylings.

Battle simu abon set



SUMMONER

Publisher: THQ Developer: Volition

Mythica guest focus ng on a party of five adventurers and their demon-summoning abilities. Features realtime battles.



AQUA-X 2 WETRIX

Publisher: 50 Developer: Zer 2

In which you attempt to trap and box off excess water through cunning use of falling scenery vicces and red-hat comets. Port of PC orlana, Wetrix



FANTAVISION

Publisher: SCEE Developer: In-house

Psychedelic pyrotecinica extravaganza Engineer a stunning light show in this surprisingly addictive flash 'em up.



SUPER A-MOVE BUST-

Publisher: Acc aim Developer: Tailo

Morry in y addictive puzzler (all consoles must have one) in which bubbles must be burst and opponents buried, Cruetty in its purest cartoon form

SWING AWAY

SSX SNOWBOARD SUPERCROSS Publisher: EA Developer: In-house

Hard-hitting, puck-Highly anticipated spidling JS hackey 5 m C 1ch ng boal of based failtasy bodychecks p 35 racer It may not be pierry of skitu set the PS2's A peaus but I should loose ups and wap snots. Soud a mito our your unch Expect the hands next issue. review next issue



Publisher: 1&£

Software Developer: EA

Cartoo favoured swiger with tante m throwing players bonus ros mes and ts ow it is over sable course generator.

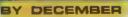
A SECURE AND A SECURE AND A SECURE AND A SECURE AND ASSESSMENT OF A SECURE AND A SE



TRACK & INT 1 Publisher: Novam

Developer: In-house

Athetics reavy butter hasher brings competitive four play to PS2 Out tap your mates to be instito the tape. Reviewed on page 79)



Another 13 pames will become available ncluding those isted helow:

COOL POOL Take 2 Interactive ■ DEAD OR ALIVE 2

SCEE # F1 CHAMPIONSHIP SEASON 2000 FA

FI WORLD BRAND PRIX Konami

H30 SURFING Take 2 Interactive MOTO AP

SCEE ■ NBA LIVE 2001

FA DRPHEN SCION OF SORCERY

Activision

Sony is promising

50 more releases. here are some of the highworks:

> B DARK CLOUD SCEE ■ FDRHULA 1 2001

SCEE ■ GRAN TURISHO J SCEE

BY MARCH 2001...

2001 FΑ PROJECT EDEN

M KNOCKOUT KINGS

Eidos ZSAN NATZ

STARF IGHTER masA s

THE BOUNCER

THE WORLD IS NOT ENOUGH FA

III UNREAL TOURNAMENT

WIPEOUT FUSION









you really must store you con



IEXT-GENERATION BEAT 'EM UP MEANS NEXT-GENERATION FIGHTERS



Tekken Tag Tournament

66 At best it's a slice of saylish, strategic best 'em up action ??

FACTBILE

- PLIBLISHER

- PELEASE DATE

ICEE!

Names

Late November

11 and over

One to four

PlayStation

IF YOU LIKE THIS THEN LOOK AT...

Effect. velo the same game, and proof that PS! can satch its big brother for gameplay

hen fighting games fight. there are two sides involved: Tekkon and Street Fighter. W. you're a pure-bred SF fan, the chances are you have Tekker; in that: case, Tag Tournament will provide you with many more shiny, high-resolution multi-polygoned reasons for doing so. Tekken lovers, on the other hand, might he using this as their prime reason for preordering Sony's new toy. But first,

mess of stop-start action that's anything but instinctive, but persevere, because one day everything will click. Or more smash, and twist, and break, and all! with such force, you'll wonder how you

brief message to the unconverted.,

has always been in finding your rhythm and combos and breaking your opponents to different. There are more characters iemanded you master just one characte at once, the tagging aspect forces you to pick two fighters and strategically switch hem in and out of the action. Tekker folleyball has been replaced by the fail uperior (but just as pointless) Tekker inlocked half the hidden characters

naturally around the righters' bruised

and pout, and then there's the intricately constructed arenas... It's jaw-droppingly peautiful. It's also slightly irrelevant

see, there are two truths here. The first is that comparing Street Fighter and l'elderi is roolish, because despite being own, sturning graphics don't mean rameplay revolution. Despite th impeccable characterisation and the hidden extras, Tekken Tag Tournament

worst it's just a stopgap until Tekken 4; and beat, though, it's a slice of stylish, strategic seat em up action that carries a lasting orunching impact. Depending on which

Ste Curran

PlayStation

That Tekken mapic is still there, same as ever #

ERDICT







Fact-paced action has shown in



WHEN TECHNO, VIRTUAL CITIES AND FIVE YEARS OF FINE-TUNING COLLIDE



Ridge Racer V

66 By far the lastest, Hashiest visuals to prace any *Ridge* yamo ??

FACTFILE

- DÉVELOPÉR
- AN RESTRICTION

Nameo

Late November

One to two PlayStation 2

IF YOU LIKE THIS THEN LOOK AT... GRAN TURISMO 2 (00455 10 10) Staggering stats backed up by 8 delic.ously enjoyable game PSI's best racing sim

idge Racer popped everyones corks when it unveiled the awesome power of PlayStation back in 1995, so it seems right that it should return to launch PS2. What makes Ridge Racer V even more poignant is that it's so: reminiscent of the original Ridge:

If this suggests a game that's rocketing in a retro direction, the graphics should ome as an unexpected poke in the exhese are by far the fastest, flashies visuals to grace any Ridge game. Detailed warning lamps glide past. The cars are the Jennifer Lopez side of ugly, too, with glossy (if unrealistic) reflective surfaces provation, however, certainly isn't

lidge term for using a rival's slip-stream to your aerodynamic advantages yet after praising its speed, its looks

ghosts have never been away, with

grippier cars hugging those full-speed

corners but powersliding providing the

one true way to racing glory. Pick the right car and skating sideways through a hairpin is just a macter of easing off or the accelerator as you apply miximum.

ock then, within a second or so, heaving

correct line into the corner and that your

case of nipping around drivers who are only too happy to slide into your way. The one my of newness is drafting — the

on the power and straightening up, Just

porders top and bottom. These simply aren't there in the Japanese and American game but are added because of our different PAL TV standard, OK, so this letterbox effect ensures that this PAL version actually runs faster than other versions, but it's a hideous price to pay when it could be avoided by an option to switch from 50 to 60MHz (modern SCART ignal). The other annoyance is the blue ogging that spoils the split-screen, Two Payer Mode — one of those glitches we roped the power of PS2 would erase orever. Minus a mark for graphics, then

Ridge Racer V is tremendous fun and a aithough it looks fantastic now, it's only a taste of the visual excellence to come.

Pete Wilton

PlayStation

/ERDICT

- GAMEPLAY

LIFESPAN

RVs strong suit. Pick up the pad and its

- Fact fl d health, but damp those border . S.
- No simulation, just wonderfully balanced arcade action .
 - Takes ages if you want to unlock every car 8



DEC 2000 OFFICIAL UK PLAYSTATION MAGAZINE 🖁 🖂 🖂



NO. NOT A FELON'S BOWEL CONDITION, SOMETHING MUCH MORE FUN



Smuggler's Run

FACTFILE

- DEVELOPLE
- AGE RESTRICTION
- IN NUMBER OF PLAYERS

Rockster Gemes Angel Bustion Late November

One to two

PlayStation 2

ast cars that's dealings and getting caught by the fuzz. Rockstar's Grand Theft Auto 2 had all these things, and so idoes its latest offering, Smuggler's Run.

attempt to collect 'not' goods, such as stolen motor parts. Unlike Driver or GTA though, the environment's more rural, and you find yourself caning it over hill and time, and avoiding border coppers.

It may not sound exciting on paper. but Smuggler's Run is a whole lot of fur over that first hill, the vehicle-handling is

usury of moving as the crow flies second nature, though you're lucky if you hit upon a good one on your first crack! It can be frustrating having to start over mission variety can become tiresome too. Don't let thet put you off, though, SR is a top laugh and a respectable PS2 debut.







■ GRAPHICS

At teyer, with tray of a right 9

GAMEPLAY

Tanner meets Colin McRas. This is their child =



- LIFESPAN

Callie tristiating you have to put I down from time to time 7

GO FOR YOUR GUN IN KONAMI'S SUPERB ARCADE CONVERSION



Silent Scope

FACTELLE

- PRICARE DATE

MARKED Late November 15 and page.

Diese PlayStation 2

eally, it's amazing how a clever twist can enliven a tired genre. To all intents and purposes, the arcade version-

of Silent Scope is just another lightguntoting blaster, yet by enabling the player to soom in on targets with its front-mounted sniper rifle, it adds an additional level of depth. Of course. PS2 is without such an adomment and must make do with the Dual Shock 2 but what could have been a disastrous transition actually works very well.

Cast as a 5WAT team sniper, the

with the player holding down the outton for an overview of each level while releasing the shoulder button to

liend of pace and accuracy that makes to much fun. An undoubted highlight of

Steve Merret





Spot a honey a ser haus

PlayStation VERDICT

varied aid well implemented ever tesign 8

Skmple, but total accuracy is demanded #

Has a hook that will keep drawing you in B

A superb no-brainer that is both addictive and entertaining. The joyped is a more than adequate replacement for the ercade machine's gun, Arcad





KONAMI'S CLASSIC IS QUICK OFF THE BLOCKS FOR PLAYSTATION 2



ESPN International Track & Field

FACTFILE

- PUBLISHER

- HELEASE DATE

- FURMAT

Konami

KCEÓ

Late November None

One to eight

PlayStation S

hen push comes to shove, athletics games are all much of a muchness. They all retain the button-pummelling

control system championed by the original Track & Field and this PS2 update shows Konami has no plans to abandon it just yet. The familiary control system, however, is: symptomatic of a game that, apart from a graphical renovation, offers no surprises and is thus a disappointment

With the gameplay cast in stone conami has instead concentrated on vimping up the rough graphics of the PSI games. The athletes now boast realistic

of something old and something nev javelin are polished but cannot disguise the games reliance on padding to gloss lover the simplistic gameplay, instead, this the veteran control method dates it.

Steve Merretti







LADMICS

GAMEPLAY

We a sect at the wind country venture and at in 7 Ten events, but not arough actual content s

the stok presentation grates as the novelty waters on



ERDICT

. FESPAN

Challenging but only in the short term 6

SMASH INTO THINGS AND RUN PEOPLE OVER



Midnight Club Street Racer

FACTFILE

- DEVELOPER
- PELEASE DATE
- AGE RESTRICTION

Hockster Gemen

Angel Studios Late November

15 and over

One to two

PlayStation 1

et in New York City and London, Midnight Club is an unabashedly amoral game which shows you into a world

of illegal street racing. The basic idea 🕍 to get from A to B passing through a series of checkpoints. You can cause as much mayham as you wish because although the police will try to slow you down, they never bother to arrest your

in Career Mode you drive around races themselves take place in city

you'll find. Win all your races and go to the World Championships in London Win there and you get to race the big

the multiplayer games are fun, but while ins you need to win another race to get something missing from the experience Mainly it's because the best bit - crashing land mucking about - just loses you race

Richard Keith







Nightclubbing. was a see



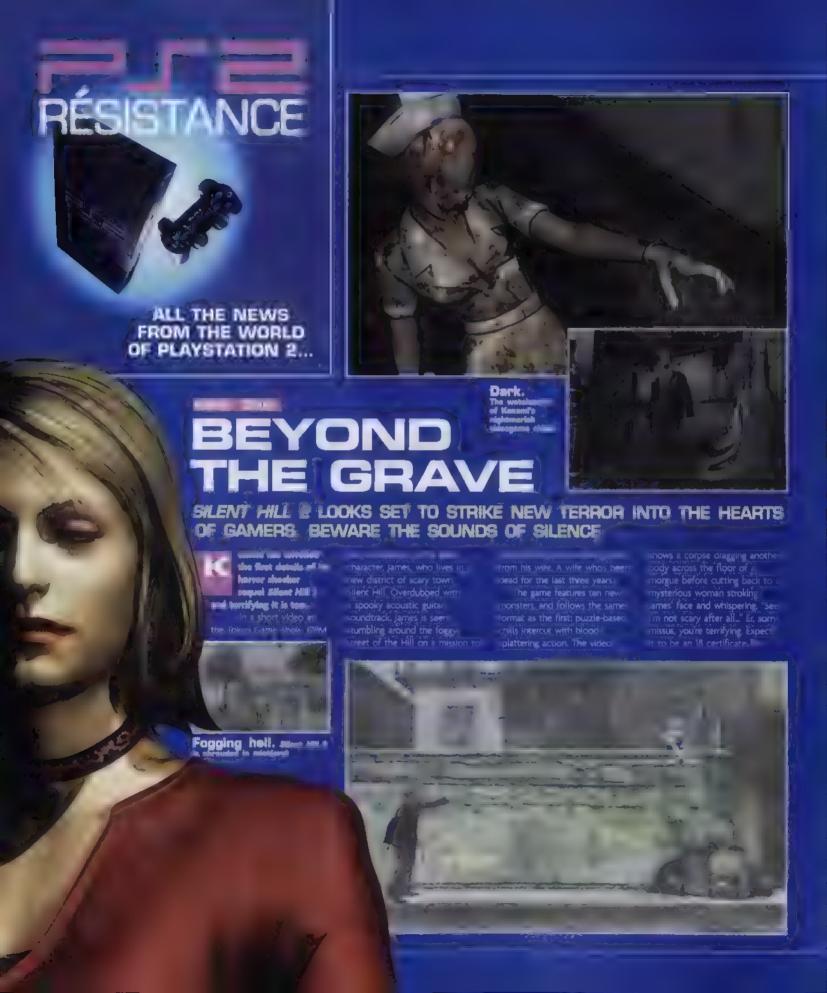
■ GRAPHICS

Smooth with recognisable andmarks, but alted did 6

Multiplayer mayhem is great but the single-player game soon delle:

Calleer Mode is a one-off but the multiplayer has legs 6







THE RESERVE OF THE PERSON NAMED IN PLAYING THE NAME GAME

GT2000 UNDERGOES NAME CHANGE

he game formerly known as GT2000 will new be known as GT3. According to . SCEE, this is down to the fact Ithat the game has slipped into 2001, se calling it 2000 may: have caused untold confusion when it let the sleops

The game is effectively an upgraded PS2 version or GT2 inopefully with a couple of new tracks and definitely with some true sequel to G72 that creato That games already in the early states of development and

apparently features a huse array





What's in a name? was a to scorring to scee. 072000 will now be 073. The mink continues...

FOUR PLAY

LINREAL TOURNAMENT SUPER-SMOOTH, FOUR-WAY SPLIT SCREEN



't last we've get our hands en Infogrames much-anticloated Unreal Tournament

running beautifully and the range

euided missile that you can reyboard and



WORLD WAR TOO



COMMANDOS 2 HITS PS2

he sequel to PC hit Commandos is on itsi way to PS2. It's a WW2 real-time

strategy effort (developed by Pyro Studios) featuring elite British commandos infiltrating German and Japanese bases in bomb-shattered cities and steaming jungles.

Using a team of several pecialists you must work out iguards and combine your troops iskills to steal plans, impersonate

or its incredible atmosphere and swing into action mext spring.

INCOMING

GAMES ANNOUNCED BUT STILL A LOING WAY OFF...

WWF BMACKDOWN 3 THE's inaugural grappling pame is an include Digitalah techninkan: Pamer k igainat The Kack M

SPIDER MAN

A PAIR OF X-MEN

GAMES A Men enthusiasm. One is a Matent Academy sequel and the other is a F intercture parent

LEGACY OF KAIN!

INTO COMEN &

Not a Soul Reason sequel (which is made underway) but a following to the machine food from the first on a fonchu 2-style stealth pame.

CHASH BANDICOOT

CANNON FODDER den Harn has started work on a PS version of his top-down classic. He nin-fancion a no at delay Sonolido Socrar

LOTUS CHALLENGE

COOL BOARDERS ALIEN

by series creater UEP Systems reliter than 1997 – the less successful developer of the less implement

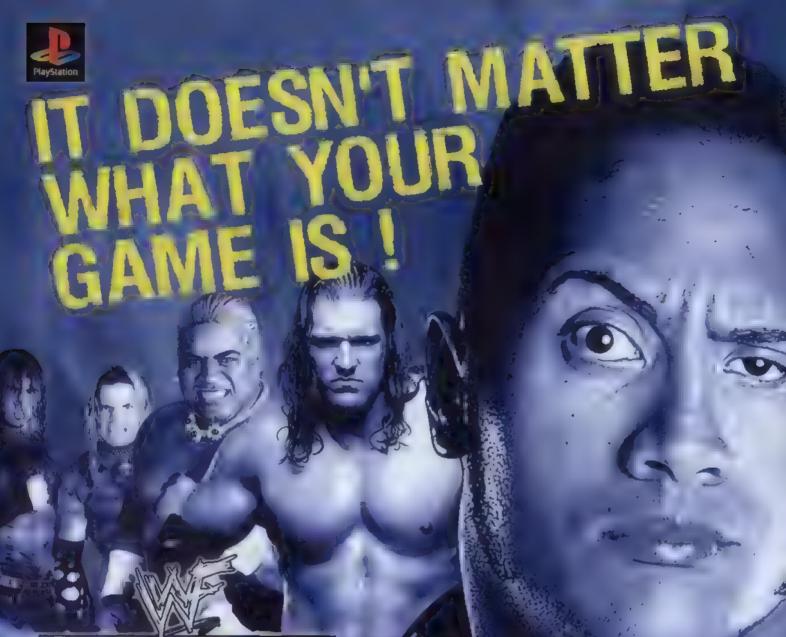
MICRO MANIACE Codemasters' fellow-up to its experience running game. Expect better emirenme and more characters

ALIEN COLONIAL

MARINES
On its way from For Interactive, and not in 1982 version of Allens Vo Predictor, ACM

JURASSIC PARK IR The third episode of the diseases herital film series is released next summer and Konam line smalled the commer and

ALEX FERGUSON'S PLAYER MANAGER exchange Ando is currently working a ext-generation variety of its highly activities from management simulation



- # 50 W SUPERSTARS: EACH WITH THEIR OWN SIGNATURE THOVES.
- . ALL-NEW VENDES: THE PARKING DOT THE VIP ROUND THE ORESSING ROOM, AND EVEN THE WINEW YORK
 - IN TIMES SOUAFE
- · AL NEW GAMERIAY MUDES: INC. JOING LACOFR

Tornado tag team, Hardcore, Sasket and Hell in a Cell matches:

SUPERSTAR WOIGE-OVERS

I ME W STERMINE

* CREATE A PAY-PER-MEW EVENT



tab polour code

DRIVING BAME

M ADVENTURE GAME

SHOOT 'EN UP

SPORTS GAME

TOP SECRET

THERE'S A WORLD OF WHEELS IN THIS MONTH'S TOP SECRET. ONE SET POWERED BY PETROL, THE OTHER BY RUBBER-SOLED PUMPS. SLIDE AWAY...

SWELCOME...



Anyone who didn't post ludicrously large scores in the *OPM59* demo will flip for the *Tony Hawk's 2* tips on page 94. Expect long strings of numbers to follow. For those of you unimpressed by the power of the plank,

then gentlemen, start your engines.

Dan Mayers





TONY HOWK'S 2: United combo tricks are the way forward. Time to prectice those manuals...

TIP OF THE MONTH

Since our maps should take you all the way to the chequered flag, you'll fly through TOCA WTC at a rate of knots. Once it's finished, what else is there to do? Plenty, thanks to these codes. Try spinning round at top speed in the souped-up bonus car. Even harder, switch on the nitro blast and try to get round the corners. Bring it on...

STAGE	TRACK	CODE
North American	Brands Hatch	MUSCLE (Gives your car extra power
5 & Cent. American	Brasilia	MOON (Low gravity)
Br tish	Snetterton	BACKWARDS (All tracks become mirror-images
German 1 & Tet	A1 Ring -0-4	STRETCH CAH hills and bumps double in height
Mediterranean	Ourton Park	ONE2MANY (Blurred-motion picture)
Japanesa:	TO ARREST	SHINY (A) cars become chrone-plant)
Australian	Surfer's Paradise	NITRO (Press on during race for instant boost)
Pan-American	Infexico City	DRIVER (Gives your car bounty suspension)
European	Adelaide	KABOOM (All rumble strips and kerbs explode)
Asia-Pacific 1	Buenos Aires	BRICK (Indestructible car)
World	Road America	DOTTY (Makes bonus cars tougher to drive



GAME GUIDES



TOCA World Touring Cars..... 86
Tony Hawk's Pro Skater 2. 94

DO OF YOURSELF

Team Buddies	n									u			84
Parasite Eve II								·			ï		84
In Cold Blood													84
Tenchu 2: Birt	h	Of	T	he	F	s	sa	95	sin	S			84

POWERLINE TIPS

Crask Team	Racing	.85
Spider-Man	***************************************	85

TOP TIPS

X-Men Mutant	
Academy	.84
Small Saldines	RA



DEC 2000 OFFICIAL UK PLAYSTATION MAGAZINE & 083

Do It Yourself

BUDDIES BLASTING BITS OUT OF EACH OTHER, EVIL GENETIC MONSTERS, ROBOTS, NINJAS... YES, IT'S BEEN A BUSY MONTH

REQUESTED BY CRAIG CHAMBERS, MAIDENHEAD

HOW TO ... BE THE HERO

TEAM BUDDIES

Explosive action in a world gone mad. Team Buddies is hilariously entertaining. And it enables you to choose whether you wish to be a team player or a gurg ho cava er as this tip demonstrates. Have your buddy ound two commandos and switch to one of them, instructing the others to make a rocket auncher (make sure you get to it first though with the weapon equipped hold to et your people bold whatever they ke and ther ising (1) (Binocular Mode), highlight your base and tap in to set the



REQUESTED BY IAN BENNETT, LONDON

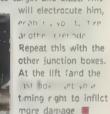
team command to defend Now talget ock the enemy base and strafe around it while firing (a). They'll drop everything to stop you, and even if they do kill you, your mates will be there to fin sh the job

REQUESTED BY JON PATTON, HALL

HOW TO ... BATTLE NUMBER 9

PARASITE EVE II

Although a litle too easy there are some tough bits in this Resi-clone, your first fight with Number 9 being a case in point. Attack greenades greenade pisto, and other useful weapons before saving at the telephole. Whe your foe jumps down (after you've checked the lift and run back), fire a grenade then run back just past a arcito box. Shoot by etsial him wasking forward to avoid to paralysing cremades use Metaros in this As he gets near the box, push (a) to target and blast. This





HOW TO ... BEAT THE SPECTRE ROBOT

IN COLD BLOOD

To short-circuit the Spectre robot (which appears once you access the laptop's inbox), run back to where you first encountered the minibots and go through the middle door. Get the fuse from the safe and enter the room nearby to find a giant robotic arm. Link the Remora to the console and prime the pods to receive power, then activate the medianism. Note which lever moves the arm and go back to the corridor Enter the room opposite the arms room and go up the stairs to insert the fuse by the lockers. Using the



Remora, send power to the pods, save and lead the robot back to the arm. When it appears at the arm, run to the lever and pul. A th the robot destroyed take its key chip The ft can now be used

REQUESTED BY JAYNE TODDINGTON, LYNE REBIS

HOW TO ... AVOID BEING SEEN

TENCHU 2: BIRTH OF THE ASSASSINS

Tenchu 2 is all about dexterity and ninta-like stealth. and both are needed more than ever in Gohda Castle. The fifth guard is always a problem because he's a hawk-eyed, big-nosed jobsworth. But if you want that perfect rating you've got to remain undetected. Once you've climbed the stairs and arrived at the crossroads. go down the path, then trouch as you cross the fire along the left side? Here's the difficult part; you need to move towards the guard inch by Inch, but if he moves



in your direction you must start to shuffle back Time your movements so you reach him before he tu is around when you can quick y decap tate the infuriating git

TOP TIPS

X-HEN: MUTANT ACADEMY

Not pust anvone can be a superhugen freel too know You we got to study hand.

Third-chaice costumes

Us ng mi chaver mutart iou I ke graduate from the Academy with perfect A-grades and you .. unidox that particular fighter's third costume Select by h ghl ghting and pushing the 🔘 button

finlack bases

By besting the game with at least four ingractors you'll unlock the bosses one states

Unlock FW intro

Complete the gade with any character in Arcade Movie to unlock their elft entro in Cenebro Hode

Unlack FIN autro

Gradusta a th any of the characters to apen up the r outro FMV in Cenebra Mode

Johind-the-scenes pictures

Reat the game of the sale of the character in spor a, may e costumes select them with (1) to unlock extre ples in Carebro finde

Character con c pictures

Complete ter rounds of the area character in Surv val Mode (normal costume to unlock his or her coast pictures in Carabro Rode

Hover pictures

Finish 20 rounds a thismy character in Cury va. Mode while in his or her novie costume. They will unlack the pictures

Historical conic pictures Complete the game a th every character in their regular

costumes to occuss the historical conce pics n Carabra Hade

To unlock everything, go to the Hain sens and press **...** 1 00 00 00 ON. A noise will confirm that the cheat has sorred You can non play Arcade Hode as the bosses

SMALL SOLDIERS

IIII Vespons Enter (A) Õ 8 passioné Invencibal ty Enter (A) (O) 0

Play Statior POWERLINE

THE LATEST CHEATS STRAIGHT FROM THE BRAIN AT SONY



he official PlayStation Powerline is a unique service holding a wealth of immediate gaming advice, available at the touch of a button.

Can't see the cheat you want here? Give the Powerline a try, Just call the number below. Once connected press 0 to go to the game menu. Now just key in the five figure code printed top left on every game disc (and featured alongs de the cheats here) If there are any tips and cheats, you' hear them here so have a pen and paper ready

Alternatively, phone the Powerline and wait to hear the range of other options including the latest release schedule. Just press the button required. What could



09064 765 765

RESS O FOR THE

ENTER THE FIVE DIGIT CODE LOCATED ON YOUR GAME DISC FOR INSTANT SAME HELP

ACCESS THE SUFTWARE RELEASE INFORMATION SECTION

Call the Sony Powerline on 09064 765 765*

I m's form active to you have been at \$6 in a second the De many voer Tempte Motortal Pol Balling Control

CRASH TEAM RACING

0.100

Enter the following codes at the main menu. If you've entered them correctly, you'll hear a dinging sound effect They all work within the Time Tria Arcade, Versus and Battle Modes

To access Dr N Tropy, press and hold the

and 60 buttons, then use the following combination of buttons: \downarrow , \leftarrow , \rightarrow , \uparrow , \downarrow , \rightarrow

To access Pinstripe, press and hold the and and buttons, then -. →. A J. →. J

To access Papu Papu, press and hold the on and on buttons, then

← B → ↓ → ® ← ← ↓ To access Ripper Roo, press and hold the and Duttons, then ->, @ ©

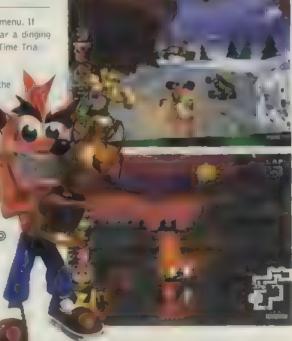
 $J_1 \uparrow J_2 \rightarrow$

To access Penta Penguin, press and hold the on and the buttons, then 🕹

→, **(a)**, **(b)**, **(c)**, **(a) (b)** To access Komodo Joe, press and

hold the m and m buttons, then &

(a) + + (a) + +





SPIDER-MAN

- Medical 02886

To enter the following codes for Spider-Man, go to the Cheats menu in the special section of the main menu, and select the Cheats option. If you entethe code correctly, the on-screen display will shake from side to side. To try on the costumes go to the Costumes option and select your desired outfit For the rest just follow these instructions

To unlock the symbiote Spider-Man cheat costume, enter the following letters: B, L, K, S, P, I, D, R To unlock the futuristic Spider-Man costume, enter: T. W. N. T. Y. N. D. N.

To unlock the Captain Universe Spider-Man costume, enter the following etters, with a space between the first S and the first C: S, C, O, S

To unlock the unlimited Spider-Man costume, which accesses a Stearth Mode, enter P, A, R, A

To unlock the scarlet Spider-Man costume, enter the following letters, with a space between the etters R and S: L, E, T, T, E, R, S

To unlock the amazing big man costume, enter: A M, Z, B, G, M, A, N

To unlock the Ben Reilly costume, enter: B, N, R E. I. L. L. Y

To unlock the Peter Parker costume, enter the following letters, with a space between S and S M J, S, S, T, U, D

To unlock the guick-change Spider-Man costume, enter, A. L. M. S. T. P. K. R.

To unlock the storyboards, enter the following etters: C. G. O. S. S. E. T. T. Now go to the galiery and you'll be able to view 'em al-

To unlock the game covers, enter: A, L, L, S, I, X C. C. Gain, go to the gallery

To unlock the Level Select option, enter: X, C, L S. I. O. R. Now go to the Special option and pick Level Select

To unlock the comic collection, enter the following etters with a space between the second etter C and the B: C, M, C, B, U, F, F. Go to the gallery To unlock all movies, enter the following with a Space between the letters H and E: W. A. T. C. H. E M Go to the gallery

To view all the characters, enter the following with a space between the letters W and E: C, V, I E, W E M Go to the gallery

To unlock the invulnerability cheat, enter the following letters: R, U, S, T, C, R, S, T To play the game with a big-headed Spider-Man, enter D U L, U, X

PETROL-HEADED FRIENDS GETTING YOU DOWN? WISH YOU WERE MORE OF A GREASE MONKEY? DON'T KNOW YOUR O-RING FROM YOUR HOCKENHEIMRING? THEN IT'S TIME FOR OUR TOCA CRASH COURSE...

TOCA World Touring Ca



GENERAL DRIVING STRATEGY

There are two different types of start for you to contend with: rolling and standing. Rolling starts are straightforward basically, you just keep the accelerator button pushed down to keep moving. Standing starts are a little trick er You'll see a sequence of lights (red, red, green) before you can go DON'T keep your finger on the accelerator waiting for the start you'll just spin your wheels as your opponents scream off into the distance. The trick here is to keep your engine revving stead by (try to keep the rev counter about two markers below the red line) then, when the green light goes, floor it! If all goes well, you should jump a couple of places.

There is a good general tactic which enables you to Jump several places in one go. You can, and should, use it regardless of which racetrack you're on...

When you take off from the start of a race, manoeuvre your car to the side of the road. This means you'll be able to

take the first corner on the 'inside'. Leave your braking until ate (if you brake at all) and you can use your opponents' cars as 'buffers'. Just bash into them sideways-on, hopeful y knocking a few of them off the track, then speed off into the distance. Heh heh, now you've jumped about five places

Don't be too worried about damaging your car's body minor coll sions don't look too pretty, and they make some scary crunching sounds, but it's very rare for them to make any difference to your car's performance.

The set-ups on these pages are a guide to making your car as easy as possible to drive on each circuit. Note that the harder you make the suspension, the quicker the car's steering responds, likewise the anti-roll mechanism. The drawback is that, if you're not careful, you're more akely to lose control And remember: in the later stages of the Championship, the cars get increas rigly powerful and harder to control. You might need to fine-tune the settings (especially the gears, when you get that far, Good luck, driver

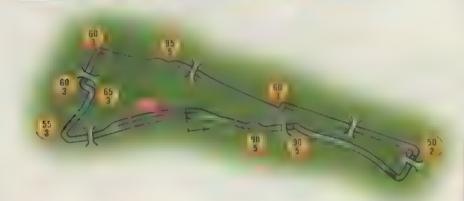
THE GARAGE

There's a wide selection of cars to race in Time Trial or Free Race Mode. Most are available straightaway ('works' cars) but bonus vehicles are unlocked according to the points tally you notch up throughout your career. The bonus cars are best regarded as nove ties; although they're fun to try out, they don't really hold their own against the 'works' touring cars. Generally speaking, apart from the occasional horsepower variations, touring cars are pretty much alike. However, it's worth noting that FWD (front-whee drive) vehicles tend to handle better than the RWO (rear-wheel drive) ones. This really becomes apparent in the later stages. The 4x4 models are the best handlers of all When you eventually earn the 140 points that grant you entrance to the International stage, you may find you only get offered contracts with teams supplying the more awkward RWD cars This can prove frustrating when you're desperately trying to earn crucial points to enter the World stage, so when you start the game (at the National stage), we suggest you try accumulating those 140 points by taking part in all seven in tial series. Do this and you may find you're offered some of the more compliant FWD models at International level

En maile	Power	Weight	Drive	Points needed
Dodge Viper	Bonus Car	RWD	460	105
Ford Mustang GT	Bonus Car	RWD	260	30
Mitsub shi FTO	Bonus Car	FWD	198	Instantly available
Audi TT	Bonus Gar	4X4	225	15
Per 306	B:- ir	F N.	1+	, , , , ,
Plymouth Prower	Bonus Car	RWD	250	50
Toyota Cel ca	Bonus Car	4X4	251	75
Subaru Impreza	Bonus Car	4X4	260	275
Lotus 340R	Bonus Car	RWD	190	140
AC Superblower	Bonus Car	RWO	355	225
Mitsubishl GTO	Bonus Car	4X4	280	180
Mazda RX7	Bonus Car	RWD	280	335
AC Aceca	Bonus Car	RWD	340	400
TVR Cerbera Speed 12	Bonus Car	RWD	800	470
Bentley Hunaudieres	Bonus Car	RWD	623	545



SURFER'S PARADISE A 15 19 A. 15



Suspension 3 notches toward Hard 2 notches toward Hard Anti-roll Gears 1st (Lowest setting) 2nd (4 notches up)

3rd (5 notches up) 4th (5 notches up) 5th (5 notches up) 6th (5 notches up)

Downforce (1 notch toward Min)

Brake bias (3 notches toward Front)

11 2 1100





HATHURST IN THE



Suspension Middle setting M ddle setting Anti-roll

1st (Lowest setting) Gears 2nd (5 notches up) 3rd (6 notches up) 4th (7 notches up) 5th (5 notches up.

6th (4 notches up)

Downforce (2 notches toward Min) Brake bias (1 notch toward Front)



General



KIN'S OLEN press and ki



Suspension Middle setting Anti-roll 2 notches toward Soft

Gears 1st (Lowest setting) 2nd (5 notches up) 3rd (5 notches up) 4th (6 notches up) 5th (5 notches up)

6th (5 notches up)

General Downforce (3 notches toward Min) Brake bias (2 notches toward Rear)





NIPTH ALERICA

Suspension 2 notches toward Soft

Anti ro I Middle setting

Gears 1st (Lowest setting)

2nd (4 notches up)

3rd (5 notches up)

4th (6 notches up)

5th (5 notches up)

6th (5 notches up)

General Downforce (1 notch toward Min)

Brake blas (Middle setting)







GUNA SECA

Suspension 1 notch toward Soft

Anti-rol 2 notches toward Hard

Gears 1st (Lowest setting)

Genera

2nd (4 notches up)

3rd (4 notches up)

4th (5 notches up)

5th (5 notches up)

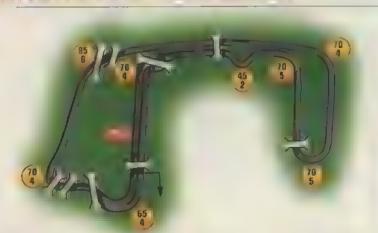
6th (5 notches up)

Downforce (M dd e sett ng)

Brake bias (2 notches toward Front)



VANCOUVER (NORTH AM PICT)



Suspension Fully Hard Anti-roll Fully Hard

1st (Lowest setting)

2nd (4 notches up)

3rd (4 notches up)

4th (4 notches up)

5th (4 notches up)

6th (4 notches up)

Downforce (Max setting)

Brake b as (3 notches toward Front)



General



SILVERSTONE PERSON TAN

Suspension 2 notches toward Hard Anti-roll 1 notch toward Hard Gears 1st (Lowest setting)

> 2nd (5 notches up) 3rd (5 notches up) 4th (5 notches up

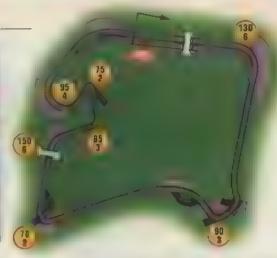
5th (5 notches up) 6th (5 notches up)

General Downforce (1 notch toward Min)

Brake bias (1 notch toward Front)











Suspension 2 notches toward Soft Anti-roll Middle setting

Gears 1st (Lowest setting) 2nd (4 notches up)

3rd (4 notches up) 4th (5 notches up) 5th (4 notches up)

6th (4 notches up)

Downforce (Middle setting)

Brake bias (1 notch toward Front)





SHETTERTON CONTINUES



Suspension 3 notches toward Hard Anti-roll 2 notches toward Hard

1st (1 notch up from Lowest) Gears

2nd (5 notches up) 3rd (5 notches up) 4th (5 notches up) 5th (5 notches up) 6th (5 natches up)

Downforce (1 notch toward Min) General

Brake blas (Middle setting)

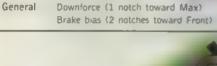




Suspension 2 notches toward Hard Anti-roll 1 notch toward Hard 1st (Lowest setting, Gears

2nd (5 notches up) 3rd (5 notches up) 4th (5 notches up) 5th (5 notches up)

6th (5 notches up) Downforce (1 notch toward Max)





JENOS AIRES

Suspension Fully Hard Anti-roll Middle setting Gears 1st (Lowest setting) 2nd (5 notches up) 3rd (5 notches up) 4th (6 notches up) 5th (5 notches up)

6th (5 notches up) General Downforce (Middle setting) Brake bias (3 notches toward Front)

BRASILIA NELHA CENTRAL AVER CAL

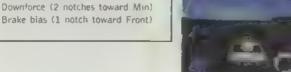
Suspension 3 notches toward Hard

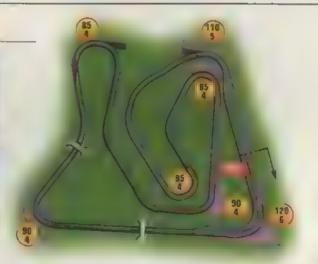
Anti-roll Middle setting

Gears 1st (3 notches from Lowest setting)

2nd (5 notches up) 3rd (6 notches up) 4th (6 notches up) 5th (5 notches up) 6th (5 notches up)

General Downforce (2 notches toward Min)





MEXICO CITY

Suspension 3 notches toward Hard Anti-roll 3 notches toward Hard

Gears 1st (3 notches from Lowest setting)

> 2nd (5 notches up) 3rd (5 notines up) 4th (6 notches up) 5th (5 notches up)

6th (5 notches up) General Downforce (3 notches toward Min)

Brake bias (1 notch toward Rear,







Suspension 2 notches toward Hard Anti-roll 3 notches toward Hard

1st (3 notches from Lowest setting)

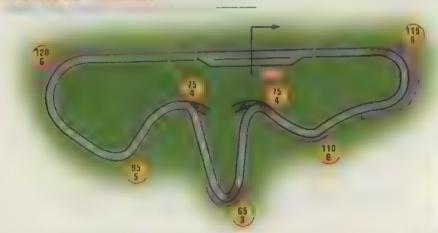
2nd (5 notches up) 3rd (6 notches up) 4th (6 notches up) 5th (5 notches up) 6th (5 notches up)

General Downforce (Fully Min)

Brake bias (3 notches toward Rear)

DIANN HURALI,

8



Suspension Middle setting Middle setting Anti-rol Gears 1st (Lowest setting) 2nd (5 notches up) 3rd (5 notches up)

4th (6 notches up) 5th (5 notches up) 6th (5 notches up)

Genera Downforce (Middle setting),

Brake bias (1 notch toward Rear)





Suspension 2 notches toward Hard Anti-rol 3 notches toward Hard

Gears 1st (2 notches from Lowest setting)

2nd (5 notches up) 3rd (5 notches up) 4th (5 notches up)

5th (5 notches up) 6th (5 notches up)

Downforce (1 notch toward Max) Genera



NURBURGRING

Suspension 1 notch toward Hard Anti-rol 1 notch toward Hard

Gears 1st (1 notch from Lowest setting)

2nd (5 notches up) 3rd (6 notches up. 4th (6 notches up) 5th (5 notches up, 6th (5 notches up)

Downforce (Middle setting) General

Brake blas (1 notch toward Front)



Al RIVE (COMPAN)

Suspension 2 notches toward Soft 1 notch toward Hard Anti rol 1st (Lowest setting) Gears 2nd (5 notches up) 3rd (6 notches up)

> 4th (6 notches up) 5th (5 notches up)

6th (5 notches up) General Downforce (1 notch toward Max)

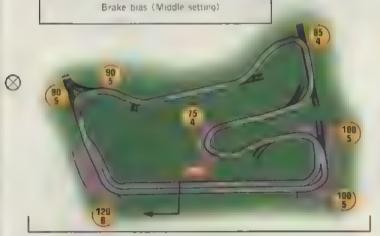
Brake bias (3 notches toward Front)

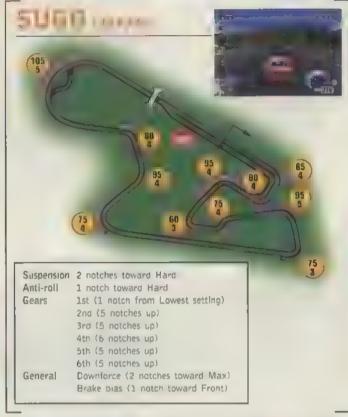


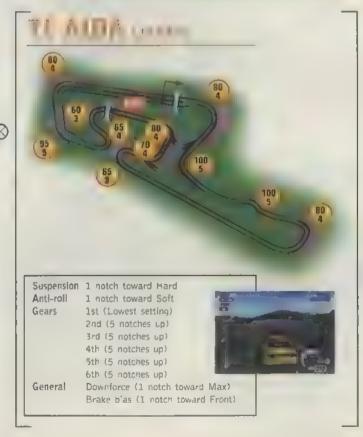
HOCKENHEIMKING

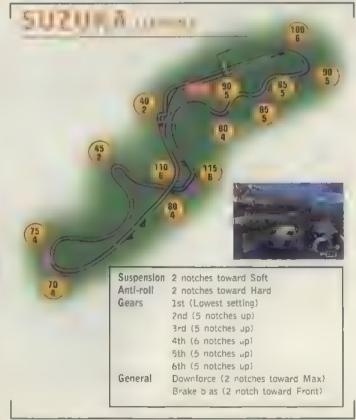
Suspension 3 notches toward Hard Anti-roll 1 notch toward Hard Gears 1st (Lowest setting) 2nd (5 notches up) 3rd (5 notches up) 4th (5 notches up) 5th (5 notches up) 6th (5 notches up)

General Downforce (1 notch toward Min)









THERE'S ONLY ONE PROBLEM WITH THE OTHERWISE PERFECT TONY HAWK'S PRO SKATER 2: IT'S AS HARD AS A TON OF NAILS. LUCKILY THOUGH, OPM IS ON HAND TO OIL YOUR TRUCKS AND SOFTEN THOSE BRUTAL LANDINGS

Tony Hawk's Pro Skater 2

Take all the directions from the start point, unless otherwise stated. Where we mention an example trick, it includes rotation (a Judo s a Judo with as much rotation as possible). A combo grind involves grinding, jumping and doing a trick, then landing in a grind. Let's go

THE HANGER - MULLET FALLS

1) THE HALF-PIPE

The place to pull lots of average tricks, Don't touch anything and you'll be taken there automatically, Jumping alternately from each side of the half-pipe, X-Games style, will rack up a good score. Go for big air, lots of rotation and varied tricks for the most points



2) THE SECRET HALF-PIPE

At the end of the obvious half-pipe is a propel er on the wall. Grinding on this will bust open the wall and you can access a chilled wind tunnel. Here you'll find a half pipe and the added bonus of extra points pick-ups scattered in the air



3) THE BIG GRIND

in the park, you pass two quarter-pipes. Turn and launch off the one nearest the end wall combo grind along a high rail, Jumping the Rollin' Gap, Drop off the end, smash the glass and land in a grind and combo as far round as you can without failing off. Points galore



4) THE RAIL DROP

Opposite the start point is a banner on the wall with a grind pole top and bottom. Grind on the quarter-pipe (away from the end wal), transfer on to the lower banner grind pore, drop back on to the quarter-pipe and continue combo-grinding round. Accumu ate a-plenty



5) THE 'RAIL-GUIDED MISSILE'

The base of the glass partit on between the plane and he icopter and a small lip paralle. to it are great grind poles. Get up plenty of speed and grind along the lip, combo transfer on to the partition and combo grind along that right to the end. Using the right trick you can earn up to 10,000 points. Bargain



THE SCHOOL II - SOUTHERN CALIFORNIA

1) THE (ALMOST) HALF-PIPE

Pretty much the only decent half-pipe in this level is in fact two quarter-pipes facing each other. From the start point, go left round the first corner and you'd see it dead ahead between the wai on the left and the doorway in the centre of the wall in front



2) BALCONY 2 AWNING!

Go left of the tree at the start and on to the ra ngs. Hit the left wall the other side of them and boneless off the edge. You should land on a platform. Bone ess off the end and hold a trick for as long as possible. Land on the next platform for up to 36,000 points.



3) UPHILL STRUGGLE

To get 15,000 points for a short uphill ral trave a little to the right from the start. Pass a ramp going down to the right and you'l reach another with a rail in the middle Combo grind up from the bottom and you can fit three or four tricks in before jumping off



4) LEAP OF FAITH

Instead of anding on the platform (see Balcony 2 Awning!), simply boneless right over the railings and hold a Judo for as ong as possible. Land it right and you can get 20,000 points. Land it perfect and you can get even more



5) HUGE TRANSFER!

Jump the Leap Of Faith (see Leap Of Faith) and take the first left. On the left wall are two separate quarter-p.pes. Get enough speed up and hit one at an angle so you fly gracefully through the air and land on the other quarter-pipe. If you can Airwalk the transfer, you'll get up to 20,000 points



MARSEILLES - FRANCE

1) UP!

Turn left 90° and go down the siight ramp to a quarter-pipe. Stop and turn round, In front of you should be a square end of two quarterpipes On the small ramp is a question mark and an arrow pointing apward. Pull the biggest trick you can (a Judo is good), it's worth up to 60,000 points if you land it.



2) BANNER GRIND

Head down the left ramp to the quarter-pipe (see Up!). This time however, lump off the ramp at an angle to the right, and hold up so you eave the quarter-pipe. Hold (A) as you aunch and you should grind along the banner rail high off the ground, Combo grind for as ong as you can to get maximum points



3) TROIS BASSINS

Passing under the banner grind (see Banner Grind) leads to three adjoining bowls. This is a great place to practice your vert repertoire because, wherever you land, you're pretty much a ways set up for another jump, even If you and a sloppy trick



4) BIG AIR QUARTER-PIPES

Don't move at all from the start position and you'l automatically get taken to a great set of quarter-pipes. Here you can get so much air you'll have enough time to pull off a McTwist + 360° flip!



5) BIG GRIND QUARTER-PIPES

Head 90° left from the start, down the ramp, following the short wall to the end. Go round to the other side. Land tricks to work up speed, then get to the end of a quarter-pipe Combo grind along the lip all the way round for up to 40,000 points. But don't comboround a comer - you'll go straight off the lip



NY CITY - NEW YORK

1) THE WALL GRIND

Right from the start you can boneless up on to the war on the left, combo grind to the end, leap over the park entrance gap and continue combo grinding as far as possible along the rest of the wal. Make it round the corner without failing off and you can get more than 50 000 points for very little work



2) SUBWAY GRIND

Follow the right-hand side of the road untiyou pass a tall square structure with big stripes on it. Do a U turn and you'll find you can go up an escalator inside the structure and emerge at the subway station. Do another U-turn when you're at the top and you can ump on to and grind along the subway rails



3) SECRET SKATE PARK

Jump off the end of the subway rails (see Subway Grind) and you'll find yourse f in a secret skate park where you can grind along rails and park benches pull big tricks off a long quarter-pipe and leap off the end of an infin shed road. Fantast c



4) THE WALL

The best place for vert tricks in the level, the wall is found by taking the first left into the park. Follow the path to the statue courtyard On the other side of the statue is the wa Pulling 720°s and even 900°s is relatively easy with the air you can get, but watch out as there's no ramp to catch you on the other



5) THE TWO TRANSFERS

Turn round and enter the park using the right hand entrance. Follow the path to the railing by the water With enough speed you can jump off the end on to a shop counter Carry on grinding and eap off again to and on a park bench. Keep grinding after these transfers for up to 50,000 points









VENICE BEACH - CALIFORNIA

1) FIRST GRIND

Right in front of you, going from left to right, is a big railing that screams, "Grind on me!" So go just that. Combo grind along it as much as you can, then try to transfer up on to the roof, where you can continue your grind along the edge. Get it right and up to 25,000 points are yours. Get it wrong and you'l need plasters



2) VERT ARENA

Go 90° left and down the steps brings you to a long, curved quarter-pipe that can act as a haif p pe for you to practise all your vert tricks. Be careful which way you face as you launch into a trick: if you go over the wal , you'll lose your points for that trick as well as your special bar, and end up back at the start



3) QUARTER-PIPES

Head 90° right and follow the First Grind rail (see First Grind), Fo low the left wall all the way round until you reach a set of three quarter-pipes. This is a great set-up: the two ramps facing each other can act as a ha.f pipe, and you can transfer to the third ramp for extra points



4) TABLE POP

Using the small, round benches scattered around the arena as ramps will give you that little bit of extra air to pull off more than just orginary street tricks. Use them to add points to your total when travelling between the arger tricks



5) LONG GRIND

The wall behind you at the start is good to grind along. You can transfer between the sections of wall and railing with no trouble, but watch out that you don't jump out of bounds at the end



SKATESTREET - VENTURA

1) ETNIE'S WALL

Straight on from the start is Etnie's Wall, a huge ramp that catapuits you into the air at high speed, 900°s are more than feas ble here and don't be surprised if you come second, or even top, the first time you use the wall



2) THE CANAL PIPE

Round to the left of the start ramp and along the left hand wal is a small vert ramp, made with two quarter-pipes, Again, 900°s are the norm here, with a perfect 900° Judo, Airwalk or St ffy getting you 30,000. Combo grinding along the lip of the quarter-pipe a so racks up the points



3) THE BOWL

As soon as you leave the ramp, U-turn to the right and jump over the rail. You'll reach a arge bowl where you can pull off some huge moves in quick succession. There's no need to worry about landing tricks perfectly straight because wherever you go there's always going to be another ramp ahead of you



4) HIGH STICKER

Exit the bowl (see The Bow) using the left hand ramp (the long side, which isn't as tall as the opposite long side). When you're out, follow their ght-hand wall of the arena until you enter a huge half-pipe. Achieving the High Sticker bonus here can mean 40,000 points per trick



5) HALF-PIPE TO HALF-PIPE

U-turn left from the bottom of the start ramp, and jump over the little ramp to reach a tal ha f-pipe. When you've had your fun with the vert tricks, try combo grinding along the lip of one side (away from the end wait), up and down the joining rai. Get this in one and you could be walking away with 40,000 points.







PHILADELPHIA - PENNSYLVANIA

1) THE HALF-PIPE

Turn 90° left from the start and go straight on until you reach the road. When you're on t fo ow it right until you get to the last (fourth) entrance on the left. Go in here and straight on to the end, where you'll find a half pipe for you to hone your vert skills



2) THE ROB HILL GRIND

If you out this off, you'r get about 30,000 points and be worsh oped by ail. From the tart, turn left 90° and go straight up to the ow wal. Grind to the right, leap over the gap. ind continue grinding on the next wall Leap over the next gap and land in another grind Keep doing this, landing in grinds. It ain't easy



3) FOUNTAIN GRIND

Once you've empt ed the fountain, the nner edge can be used as a grind rail. Just jump on It and grind for as long as you can Con bo whenever you can, maintaining your balance, and you'l achieve high points for Tile effort. The fountain is straight on and down the steps from the start



4) WIRE GRIND

Go over the ramp to the eft of the starting point and follow the line of bins. Go up the ramp in front of you to a balcony. Go to the end where you can turn around and get a run up. Aim for the wire that runs to the centre of the park. This leads to the telephone poles that you can combo grind along



5) CURBAGE

Because a road runs around the outside of the arena, there's also a curb for you to combo grind along. This can be done with ease, and there's noir sk of plummeting from a great height if you fall off Just watch out for that bus



THE BULLRING - MEXICO

1) THE HALF-PIPE

From the start, you're thrown into the best half-pipe of the eve . There's no need to leave t if you want a high score because you can puloff some big tricks right there. Don't go off the edge, though, and watch out for the loop-the oop - this'll take you away from the action quicker than you can say, "Adios."



2) WAY TO GO AMIGO

Go up and off the opposite side of the half pipe from the start. Leap up into the stands using the Edge Ramp (see Edge Ramp) and pick up speed on the first ramp. Then use the other ramp to get some air so you can grind along the top rai ngs. If you land at the other side of the arena, you get up to 70,000 points!



3) THE BULL PLANT

Make your way outside the ring where all the buil pats are and into the stands Grind clockwise round the inner lip at pace. When the buil passes under you, jump left and hold Time it right and you'll land on him, bounce off and get the points. If you're late you'll miss. If you're early, you'll get trampled



4) WUSSY ROLLIN' GAP

Ro I down the start ramp into the half-pipe and pull a trick on the other side land and set yourself up so you're on the lip next to the ramp. Pull the next trick at an angle so you can eap over the start ramp and land the other side of it, still on the lip. With a perfect 720° Judo it's worth 20,000 points



5) EDGE RAMP

Stuck for somewhere to pul a vert trick? Round the edge of the builring runs a small ramp that you can use as a quarter-pipe. It gives you enough air to pull off a series of moves in several turns, or a combo in one single jump. Use it to gain points while you're working out where to go for the big points,







GENERAL TIPS

STATUSTUS.

How much or how little you increase your stats will depend on individual style and the tricks you prefer to pull. They're pretty self-exp anatory, but we'll run through them quick y...

Increasing the Olite stat makes you jump higher when you press & The Air stat means you can stay in the air longer when you launch off a ramp. Spin enables you to fit in more rotation when pulling tricks, and Landing means you'll fall off ess often and perform better andings. Speed increases your speed (no, really) Balance makes it easier for you to stay on a lip or a rail while you're grinding. Switch means you have more skill and get more points for switch tricks. When you increase the Manual stat, you can stay in a manual or a nose manual longer.

For a skater who specialises in Vert, the stats to up first are Ollie, Air, Spin, Speed and Landing. This makes the tricks you pull when you launch off a ramp much easier to complete successfully. If your skater has a more Street flavour, try to spend your cash on Rail and Lip Balance, Switch, Hang Time and Manuals before anything

else. When these are as high as you want them, you can build up the other areas so that your skater eventually becomes a (ahem) lean, mean skating machine.

MARK

The more you spend on a board, the lighter, faster and stronger it will become. A so, the turning will become sharper, enabling quicker spins and manoeuvring. Generally, you don't need a new board to finish the game - just pick one you like the look of and off you go. However, if you find you've got a bit of spare cash burning a hore in your combats, you might as well

spend It on a nice

shiny new deck.

SKATE PARK EDITOR

The Park Editor begins as a novelty option enability you to create step by high namps, pits of death and other comedy scenarios However, as the game progresses and you find paits of some levels just too tricky to cope with the editor becomes a valuable tool. Use it to recreate the part you're stuck on and you can practise with no pressure or time limit.

If you find a grind diff cuit, you can build rais that go up, rails that go down and rails that go round n circles. Select the longest and thinnest park size and fill it with rais running the length of it; add a quarter pipe at each end so that you can кеер ыр your speed

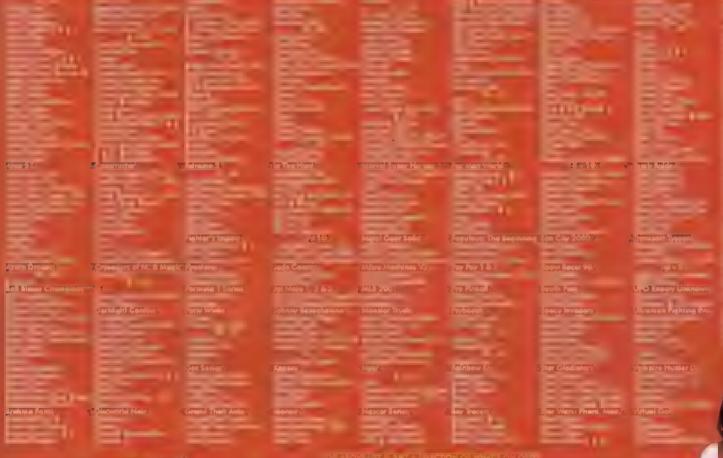
If, on the other hand, you don't seem to be able to jump far enough and just fall short of your target, try building a launch ramp with several landing ramps differently spaced at the other end. This will give you a challenge as to how far you can impar what trues you co pr in each launch

Another nice thing about the editor is that you can use it to build a racetrack with short cuts only you know about, and therefore thrash your mates. There's nothing more satisfying than appearing right in front of another skater just when he thinks he has you licked





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YOUR DEFINITIVE RUNDOWN OF THE GAMES OUT THIS MONTH. GIVEN THE ONCE OVER BY OPM









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iomb Raider Chronicles

Medal III Honour Underground Into Jungle Book Groove Party

This Is Football 2

Incredible Cross

Special control of the control of th

locares bein

Morral Kombat Special Forces 150 Magical Drop

UEFA Champions League

Season 2000/2001

Digimon World

Equestried 2001

Irun Saldier I

Prince Nancem Boxing

Maddia L I -- n

Law Lorenz

Winnie The Pools

tan Tigger's Honey Hura

Budget Round-Up

Till Ethin in Feeting !

HEY WILLIAM Type I - I par

SIN JUSTICE TO TATE











CATHERINE CHANNON













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Final Reality

What happens when games enter the real world?





GAME OF THE MONTH



Tomb Raider Chronicles...

"TRC is far from the hastily slapped together rush job we were expecting"









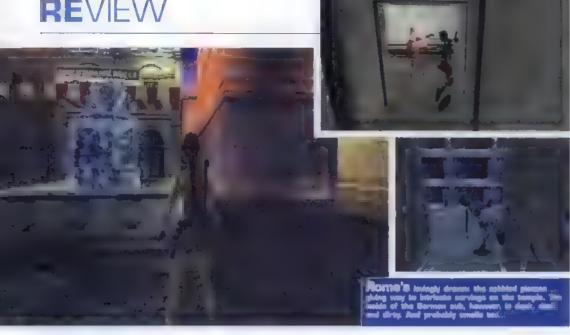














POSH BIRD STRIKES AGAIN. LARA'S SWANSONG ON PLAYSTATION IS A TRIUMPH



Tomb Raider Chronicles

A suspense-laden stealth 'em up, a head-pounding puzzler and

FACTFILE



■ PUBLISHER	Eidos
■ DEVELOPER	Core Design
RBLEASE DATE	November
M AGE RESTRICTION	11 and over
- NUMBER OF BLAVERS	Пре

emember that bit in the first Tomb Raider where our freshfaced heroine slides down the side of a gigantic Sphinx and begins trotting across the cavern floor? The camera suddenly zoomed right back into the ceiling, leaving little Lara a tiny figure in the sand, completely dwarfed by her surroundings and simultaneously leaving gamers awestruck by the sheer scale of the game. This was obviously the start of something very special.

Five years later, the gir, with the guns is a cultural phenomenon. She's appeared on the cover of style mags (The Face) and featured in ads for fizzy drinks (Lucozade). Grown men even claim to have fallen in love with her (stand up barmy Niels Bernds of Holland, as featured in OPM63). Alongside the hedgehog and the fat plumber she is one of the most recognisable characters in videogame history. But in the last game, Core Design - presumably sick of the sight of staring at her lithe limbs for the past five years appeared to kill her off. She was last seen buried under a bloody great big pile of pyramida, rubbie which rather begs the question, what are we doing with another game? Surely this is a biatant cash-in. Core mijking Lara's dusty corpse for every groat they can scrape. This, however, is not the case. Not by a long way. Tomb Raider Chronicles is far from the hastily slapped together rush job we were expecting. Despite the dodgy premise, it's actually incredibly well put together, concentrating on the gameplay elements that made the Tomb Raider series great

TRC opens with Lara's friends and family gathered in the pouring rain round a su tably extravagant statue of our intrepid archaeologist, mourning the apparent loss of one so young yet so very, very fit. Trusty butler Winston. Gaelic man of the cloth Father Patrick, and french fancy Jean Yves return to Croft Mansions after the memorial service and, over a snifter of whiskey or two. begin to reminisce over the scrapes that Lara got into between the last four epic adventures. While it sounds like a shaky plot device for a game, it works

very well Chronicles is split into four separate and distinct mini-adventures unked only by Lara, and not by an epic quest for a collection of ancient artefacts. This has allowed Core to expand Lara's world sideways, in as much as we get to find out a little bit more about her life outside archaeology, and it also allows for a much greater depth of gameplay. TRC does feature a traditional Tomb Raider adventure - with Lara barrelling round Rome - but it also breaks up into a suspense-laden stealth em up. a head-pounding puzzler and an all-action thriller Brilliant

The first quarter of the game begins behind the opera house in Rome (remember, the one from TR2) with Lara on a hunt for the Philosopher's Stone Inept bad guys Larsen and Pierre are chasing her cute little derrière round a temple as she searches for the keys to unlock the way through to the next level So far, so very Tomb Raider - except the puzzles are a little more accessible and the lovingly textured back alleys of this game make the Rome of TR2, ook like

Tomb Raider Chronicles









an all-action thriller

the backstreets of Delhi. Which is good But the crucial factor that tightens up the gameplay - and this applies to all four adventures in TRC - is the way the levels have been designed this time. Core is the first to acknowledge the marked difference between TR2 and 3, at the root of which are the ever-expanding levels. TR3 contained levels you could, and quite frequently did get completely lost in. Core went down that route because people were crying out for bigger adventures, but in most cases sprawling levels are disastrous because it makes game direction very difficult to contro. By returning to the (relatively) compact levels of the early games, TRC keeps you riveted to the adventure - solve puzzle crack code, move on to the next one. all guns biazing

t's in the second adventure that you get a sense of just how creative the level designers have been. Lara dons Arctic camouflage gear and infiltrates an abaridoned German U-Boat, housing the mythical Spear Of Destiny that Hitler was supposedly trying to get his hands on in

World War 2 The puzzles that lead to the sub may be classic Tomb Raider, but the penalties of failure reveal a sick twist

The opening area is a cargo bay containing a guy who controls a huge crane that's sweeping across the ceiling. picking up crates. The first time you walk in the room you'll wander about for a few seconds before hearing a whirring noise Automatically you'll stop dead (whirring noises in Tomb Raider are bad), which is completely the wrong thing to do. The guy in the crane has spotted you and dropped his steel talons down on your pig-tailed bonce. Hello, instant death Once inside the confines of the sub. the camera angles generate a nasty claustrophobic atmosphere with Lara stalking round, dodging sparking electrical cables, never knowing quite what's around the next corner Reminiscent of any submarine movie the level balances perfectly the thought

HOW TO...

GET LARA NAKED. YES, REALLY.



Yes, it's true, you can actually see through Lara's costume in *Tomb* Reider Chronicles. What began as a joke by one of the original creators of the game resulted in any number of rumours that a portain combination of buttons would part Lera from her hotpante Rumours flatly denied by Core.



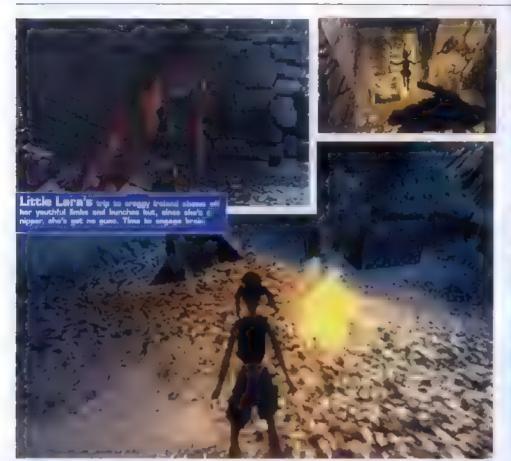
Now with the help of the X-Ray machine in Von Croy's super hi-tech high-rise headquarters you can see right through her top! And her skin! In fact you can see right down to the very bone. Nice femur...



Since Lara can't take her Heckler & Koch sniper rifle through the elecm system, Zip, her trusty techno hanchman, tells her to dump the rifle and go in bareback. And lo, there she is in all her skeletal glory. By the way, try checking the second box in for a handy medipack which'll come in very useful leter. Enjoy.



REVIEW









Lara can do a load of actions beyond the call of duty: sliding

▶ and action thats at the heart of the Tomb Raider series IF YOU LIKE THIS THEN LOOK AT... By the third adventure its time for

Father Patrick to take up the story and we flash back to an inquisitive teenage Lara, stowed away with the good priest on a aunt to Ireland to solve a mysterious haunting. Since Lara's so young, she has no weapons and must rely on brain power to get through the evel it's a nice idea, but of all the eveis, this is the weakest. Setting the adventure at night doesn't help matters. In a level that revolves around making precision jumps and dodging Ittle creatures (Core claims they are imps but they look suspiciously like a remodelling of the baboons in TR3) the absence of much light makes life trickler than it should be. It's also the only level where the in-game cut-scenes and

camera views

don't work as we., as they could, again because of the darkness. You ., find Lara stuck in an old chapel where the camera skips around the rafters following her Unfortunately, the ske eton that's chasing you with a sword is oblivious to your fumblings with the view. A shame because the idea of a purely puzzle-based Lara adventure could have worked very well

Finally, we arrive at undoubtedly the best level in the game, and probably one of the best Tomb Raider levels ever Lara does the Matrix by way of Mission. Impossible with a hefty dose of Metal Gear thrown in Alongside helping-hand Zip, her mission (should she choose to accept it) is to break into Von Croy's head quarters and stea, the artefact known as the Iris. Having blasted past a couple of plasma-wielding guards, Lara discovers the place is stacked up to the rafters with alarm systems. Time to dump the gunnery

then. Fortunately she's something of a part-time chemist and after finding a couple of ,ars of chioroform and bits of cloth, sets about

knocking out the laser-wielding guardsmen Despite being a relatively small level, theres a touch of genius in the way the gameplay guides the player through the building. Partly this works and this is the case across the whole game - through the clever use of n-game cut-scenes. Lara appears to be able to do a whole load of actions above and beyond the call of duty siding into bad guys, leaping out of the way of laser lunges. These are actually mini cut-scenes that blend so seamlessly into the action you still feel like you're in control. And the lighting effect on that cat suit is something to behold

The standard Croft improvements crop up in TRC with a couple of new moves such as the superbly an mated tightrope walk and the parallel bar swing, but Core has also managed to graft a scary edge on to the action. On numerous occasions during the game, set-pieces occur that you just never expect - the crane in the sub dock is one, as is the sudden explosion down the vents of Von Croy's building, t adds a real level of suspense

RESIDENT EVIL 3

NEMESIS
The series best - fantastic game

NEMESIS

Tomb Raider Chronicles









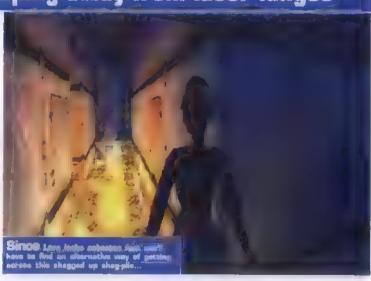
into bad guys, leaping away from laser lunges

to the game and that impresses on you the fact that this may be Tomb Roder v but we haven't seen it all yet

Over the years, there's no doubt the Tomb Raider games have fluctuated in quanty Partly that's because the brilliant moments in previous instalments were spread too thinly over sprawing games Chronicles is a hit because it ditches the rambling levels and concentrates and enhances all the elements that worked into one stunning final episode

Anyway back to this Croft meets the Grim Reaper ssue Surely they can't really have killed her off an they? Init she supposed to be appearing on PS21 For the answer to that question you'll have to play the game And you really do have to play this game 🔳

Dan Mayers



HOW TO ... "

BE A BIRD ON THE WIRE



One of the new moves in Chronicies is the tightrope walk, which could have looked very dodgy, like Tony Hawk does when he's grinding Fortunetely, the animation is incredible. Lere gracefully steps out on to the wire and delicately moves into space



Once the an the ears you can simply hold forward and she'll shuffle sliving (Showously, files head tighterupes scatturing & can't be that simple see every now and again ture's hips will swing to one side and sha'll begin to webble like a weeble.



Tap once and she'll regain her balance Tap twice and she'll swing toward the other side. It's not exactly hard, unless trigger-happy goon-heads are taking pot shots at you as you go. In which case, it's time to take the high dive. While the new move doesn't add a great deal to the gameplay, it does look absolutely ace Another little feather in Lara's elready plume-laden cap.



■ GRAPHICS

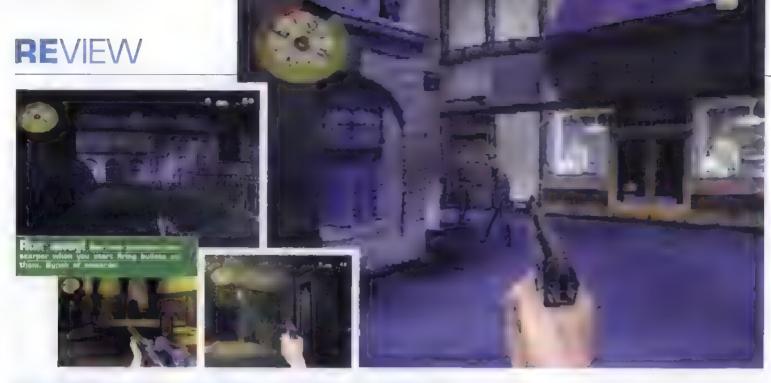
The primace of PrayStation texturing Sigh 10

■ GAMEPLAY Mistertry nace. Indirate tighter than the last two adventures 10

Chronicies is the epitome of just how good an adventure can be Next-go caras epiced to be iomething different A inglar Continuantains these light transferds, one pelin good forus



LIFESPAN The perek make worth boy ig a a nept times A. sid 9



VF HAFF VAYS OF MAKING AN INSPIRED PREQUEL...



Medal Of Honour Underground

Its key triumph is that the attention to gameplay variety is set

FACTFILE



-	PUBLISHER				EA
	DEVELOPER	Dreamworks	In	tera	ctive
	RELEASE DATE		C	Jece:	mber
0	AGE RESTRICT	ON 1	5	and	over
	NUMBER OF P	LAYERS I	On	e to	two

he original Medal Of Honour (now wearing a Platinum hat) was a concept pitched by a Mr Spielberg during the making of the overrated Saving Private Ryan. The idea: rookie conscript to the allies' covert Office Of Strategic Services indulges in a little first-person espionage and Nazi-exterminating. Unlike Steven's film, the game was a rich soup of authentic period detail, brutal action and brain-flexing puzzley subplots (OPM54 9/10). Recently, only Alien Resurrection has threatened to overshadow MOHs claim to King Of Intelligent PS Shooters; but now there's Medal Of Honour Underground, with moments that will make even PC owners bawl with envy.

This time, you play Manon - a younger version of the whispering woman who oversaw the missions in the original As it's a prequel, you must advance Manon from an eager young French Resistance firebrand to a lethal OSS super-agent. The set-up is the same: a neatly animated menu screen depicts

Manons secret operations base in the cellar of some French bakery. Missions are unlocked in sub-chunks of three or four bookended by those curiously fasc nating WW2 history-lesson movies, it all starts basically enough, with an orientation stroll in which Manon has to follow her brother's lead as he scurries around trying to collect explosives, but the challenges soon flow thicker faster and, in some cases, joypad-flingingly harder. Theres plenty of globe-hopping: France, Morocco. Germany. Greece... all leading to the fina push in Paris, with the aim of flushing Fritz out of France for good

t's a case of studied enhancement rather than radical overhaut Medal Of Honour fans hungry for more will be perfectly happy; virgins will barely notice the difference. First up, the weapons are more varied, satisfying and, crucially. useful. The German sniper rifle is loud and rangey, the pistol crossbow silent and ethal. There's an ear splitting array of rifles, chugging automatics and - ideal for achieving that pretty fireworks display effect of tumbling, "Himmell"-shrieking

Naz scum - petro, bombs, grenades and even a rudimentary rocket-launcher Best of all, the balance has been poushed to perfection. Gone is the much bemoaned business of salivating over your start-up arsenal and then simply saling through the evel sticking to one or two guns Now the missions seem carefully geared to variety take out the guys in the guntowers with the sniper rifle, disable the anti-aircraft guns with a grenade or two. mow down a crowd of bellowing Jerries with an automatic, take out tanks and motorcycles with the rocket-launcher

Yes, tanks. And motorcycles. As early as mission three. Manon is faced with the prospect of a wily creep around a Panzer nfested city, despatching the armoured hulks with explosive while drawing fire from attendant SS commanders and ideally, keeping her distance from one-hit kill she, s. Another mission, set on the fringes of an occupied town, requires a scuttle to a safe-house down back-roads buzzing with dead v bixers and their hard. gunning sidecar riders. Dive out of the way fast, or become pavement pizza

Medal Of Honour Underground

HOW TO ...

GO UNDERCOVER

The Lighting The Torch mission is your first chance et a spot of sneaky espionage. But first you have to get to your disguise...



Use the silencer pistol to take out the patrolling soldiers around the crate ares. Many of them are hanging eround on their own, but a few stick together. If you arouse attention, pull out your automatic and mop up



Enter the hut end nab the shipping records. Look out for the commander lurking just inside and to the left he's a sharpshooter.



With the main doors now open, two guards will come storming through. Use the hut for cover and finish them off.



As the countywed break over and climb the ladder to the room with the disguise and camera. Trap the real photographer in the shower by pushing the chair against the door Now take the disguise and get busy enepping/cap-popping

in such a supremely convincing atmosphere

Strike with a well-a med rocket or machine-gun burst and watch the light show as the bike smashes into a tree

The big stange explosions are carefully tempered with pienty of stealthy exploring switch-flicking, document swiping and most oyously a spot of photography. The Morocco missions transform Manon into an undercover propaganda photographer and its up to you how to use the new insider dentity to tackle the mission. Choice one sneak around, flashing your offic a snapper papers' to any nosey grunts and checking off objectives when their backs are turned Choice two bond the enemy with a camera-flash and waste him as he rubs It's eyes Choice three get an solated guard to a rive fair the same a feet gurkly wap flash-bulb for a enced pistol and take him down, mid Cheese

The key triumph of Meda: Of Honour underground is that a lof this fabulous affent on to gameplay variety is set in such a supremely convincing atmosphere if you can excuse the usual glitch ness that comes with this kind of ambition.

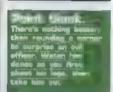














Firefights can seem frighteningly realistic

IF YOU LIKE THIS THEN LOOK AT...

ALIEN RESURRECTION (OPH62 8/10) Similar, dank and globby first-person shooter Stylings. With monsters instead of Sermons

graphics are sty, sed and evocative particularly the creepy character mode's and propaganda loading-screens. The sound is wonderful, a high-end, classical score crunching gunfire and bullet contacts, amusing Allo Allo accents, eene background banks of alert. With a clearly enhanced enemy Al. Frefights can seem frightening.y realistic. You'll need to be solid in mixing firepower with strategy lurking around a comer, and waiting for the predictable rush of cannon-fodder rarely works, and neither will a bold gunfire-spraying rush into a group of lurking guards. Crouching, dodging and taking cover is vital, with just one gope occasionally the bad guys seem to be able to shoot through walls

But the subtle touches of brilliance fai outweigh any moans about smudgy textures or imprecise target rig... The way

soldiers under fire dash for cover or a mounted machine-gun, the wonderful mess that results from winging an enemy as hes about to lob a grenade; an openended feet which encourages secret hunting and creative problem-solving

And the final bonus, a Two-Player Mode, which,, isn't bad. It's a straight deathmatch in well-crafted locations with the usual customisation options (number of kit's, time lim't). All the big guns are provided, which can lead to some spectacular siapstick, but it feels forced

First and foremost, this is an authentic involving, one-player experience. A bit more than a mission-pack, a bit less than a sequel revamp. In film terms, a dark and dingy thriller with rugged heroes dastardly villains and some magnificent action set-pieces

Andy Lowe

HOW TO ...

DESTROY THE

On the Tread Carefully mission, Manon gets her first crack at a worryingly one-sided face-off with the relentiese German Panzers. Here s how to live out that Saving Private Ryon fantasu



immediately head forward and to the right. Get behind the mounted machine-gun and get some demage in on the first tank as it retreats round the corner Map up the two soldiers and quickly finish off the tank when it reappears



Carry on to the next machine-gun and edge forward to draw in the tank. Dash beck to the gun, mow down the soldiers and weste the tank as it trundles into view



At the bottom of the stairs, lob up a petrol bomb to deal with the soldiers and use your Panzerfaust rocket-launcher to pick off the two tanks by lurking at the top of the stairs and taking pot-shots. Be careful to retrest occasionally to avoid the shells

PlayStation

VERDIC1

■ GRAPHICS

Smeany textures but incredible attention to period detail 9

GAMEPLAY

LIFESPAN

A bland of frantic first person showly action and moody steath 9

ts big with secrets apie by and lots of replay value 9

■ OVERALL

Not a huge leap forward from the original but easily as much fur with all the enhancements in the ngirl place If you are ady own Medal Of Honour get this f you don't be greedy and get both



ican CO ON THE PULL FOR MONEY OFF CAMES.

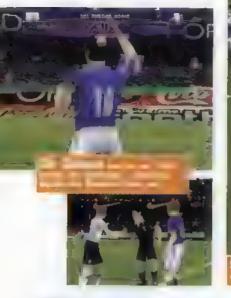




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SCEE WARMS UP ITS FREE-SCORING PREMIERSHIP CONTENDER...



This Is Football 2

t's in the midfield battles that limitations become apparent

FACTFILE



PUBLISHER SCEE ■ DEVELOPER In-house RELEASE DATE Out now

■ AGE RESTRICTION Marra

NUMBER OF PLAYERS One to four

ith a name like This Is Football 2, SCEE's kickabout sets itself up for all manner of lame gags. Thankfully,

the game is strong enough to avoid such barbs, but nevertheless still lags behind the best football titles PlayStation has to offer

With the original game (OPM53 7/10) criticised for its lack of scoring opportunities, This is Football 2 is a much more open and attack-minded game Scoring opportunities are now more common and easily taken, but the a.,-important build-up play remains as enjoyable as ever

However, it is during the numerous midfield battles that many of TIFZ's limitations also become apparent, most notably when the action bunches up for the umpteenth time. Although the game

is capable of great moments of pace with wingers whipping in crosses and a shooting system that allows for some real crackers, too much of your time is spent tussling in the centre of the pitch reducing matches to scrappy affairs

This is a great pity, because when This is Football Z's elements start to gel it shows real promise. Visually it borders between solid and impressive, with the big, bold players looking and moving well - while additional actions, such as the way they wheel away to celebrate a goal, deserve to be filed under 'Nice Touches' The camera work is also impeccable, with nods to Match Of The Day and Sky's Super Sunday in its choice of pans and cutaways

Ultimately, though, a football game is judged on its combination of these many factors and the speed and fluidity of its

gameplay. Maybe we have all been spoilt by the free-flowing antics of ISS Pro-Evolution and UEFA Champions League with their many tricks and flicks (and more importantly, their intelligent player Al) because despite its best intentions. TIF2 cannot compete

It's not that the game does anything particularly badly, but it just fails to shine in any area. While it deserves credit for the Inclusion of First Division teams, a responsive player-switching system and rectifying the scoring problems of the first game, This is Football 2 is still no more than adequate. It lacks the depth of 155 Pro Evolution, the immediacy of Champions League and the gloss of FIFA Much as it pains OPM to use the game's name against it, perhaps This Is Too Little Too Late is a more suitable moniker

Steve Merrett

PlayStation

VERDIC

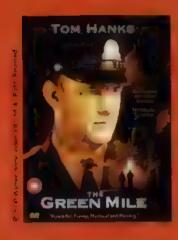
Large, detailed sprites - epart from the odd deformed player 7

Simple, undemending but engaging 8 Lacks the speed and immediacy of its rivers 6

A good all-rounder, but lacks ambition 1752 holds its own but is neither fast nor skilled enough to offer serious competition to the likes of ISS leaving it languishing mid-table in the PlayStation Premiership

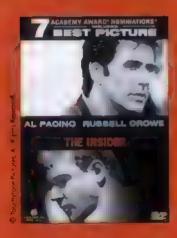


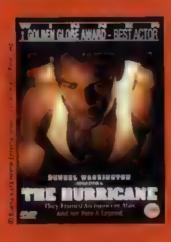
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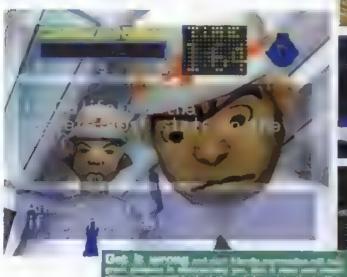




Out 6th November

Deciding Very Difficult

MOOLMORTHS WELL WORTH IT











IT'S BLOCKBUSTERS-MEETS-BISHI BASHI, THINK BOB HOLNESS IN A KIMONO, OK DON'T



Incredible Crisis

Its unusual subject matter and unique style work in its favour

FACTFILE

■ PUBLISHEA	Titus	
■ DÉVELOPER	Palygon Megic	
RELEASE DATE	November	
AGE RESTRICTION	None	
NUMBER OF PLAYERS	Ona	

IF YOU LIKE THIS THEN LOOK AT...

The ultraste party game, Hilarious and bonkers in equal measure

his is a bit of a weird one. In parts, Incredible Crisis is ingenious and innovative. while in others it's staid and repetitive. On playing the game, you'll experience an overwhelming sense of achievement coupled with an urge to throw the CD, your joypad and your PlayStation out of a very high window. As you can imagine, this mixed bag of gaming emotions makes Incredible Crisis rather hard to judge.

Essentially, it's a collection of 'crazy mini-games following the story of a ,apanese family whose I ves are plagued with mishap and misfortune. You play the part of different family members. and as each of them encounters a crisis. you jump between FMV and min game

ts an eclectic selection of scenarios. One minute youre running away from a

giant preying mantis in a button-bashing frenzy, the next you're trying to solve mathematical puzzies that would even frighten Mensa members, It's an all-in test of garning ability, general knowledge reaction times, calculus skills and at times, your patience

Incredible Crisis' learning curve is as bizarre as its subject matter Actually, it's more of a learning wave the games don't seem to get progressively harder, but follow their own fluctuating difficulty patterns - sometimes hard, sometimes easy. This isn't necessarily a bad thing, it could be argued that it's only because were used to the final level of a game being the hardest that something seems wrong here But it is frustrating to get stuck only 20 minutes into the proceedings, and stay that way for hours Conversely, once you get past this early

hitch, it's easy enough to race through the other problems. So if you can cope with the frustration, you're likely to complete Incredible Crisis quite quickly. You'll also feel short-changed because some of the games are repeated a number of times. only using different characters. That's just azy game design and a poor return when you've she led out hard-earned cash

Incredible Crisis novelty value, unusual subject matter and unique style all work in its favour Some of these elements such as the general knowledge bits and the puzzles have been missing on the PlayStation until now, and they're presented with a nicely surreal sense of humour, in places, this is a fine game, but in others it's quite poor. With more time effort and thought. Incredible Crisis could have been an incredible achievement

Catherine Channon

VERDIC

As good as they need to be 7

There's a love hate thing going on 6

If you know Japanese currency it'll be over too quickly 6

incredible Crisis has the makings of a much batter game than tile its originalty gemepley and attention to detay are drastically at down by the repetition of games





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CRISP 3D, PERFECT REFLECTIONS, TECHNICOLOUR EXPLOSIONS, IS THIS ON PS2?



Spyro Year Of The Dragon

It feels different to earlier incarnations, with four co-stars to

FACTFILE

■ NUMBER OF PLAYERS



■ PUBLISHER ■ DEVELOPER Insomniec Games FIREASE DATE November ■ AGE RESTRICTION None

One to two

et your hankies ready because Spyro Year Of The Dragon is the little lizard's PlayStation swansong. It's only three years since Spyro first unfurled his wings and gave all those wannabe 3D platformers a royal roasting, but it seems like a lifetime ago. These days, 3D comes as standard and his work here is done... Well, almost.

Don't blub yet because Spyro 3 is not just the best Spyro game; it's the best platformer on PlayStation, Brave words, perhaps, but we challenge anyone to suggest a leap 'em up that can better it. With nearperfect 3D environments. finely tuned flying and hopping, beautifully animated characters and spot-on voice acting, nothing else comes close

You might be saying to yourself, it's just Spyro 2 again isn't it? Well, while there's obviously a lot that'll seem fam liar - what with the return of Sparx, Hunter and

Moneybags - Insomniac has ensured Spyro 3 looks and feels different to earlier neamations, with four co-stars to control and a hefty bucket of mini-games

Barely have you got started before Hunter gives you the chance to go skateboarding around a converted gladiatorial arena, flaming and butting troublesome reptites. Later on you'll command a speedboat, clamber in a tank and go skating and swimming (the Ittle

fe. as jump-and-dive move looks especially cool). And this is only the stuff Spyro does, the other characters have their own adventures too. Sheila the kangaroo stomps a fort into the ground, and Sgt Byrd flaps about transporting heavy weights on to pressure switches while un eashing a barrage of rockets hese characters could have been

nothing more than Spyro in drag, but

brilliant characterisation and unique ab littles (Sheilas super-leap, Byrd's powered flight) makes taking on their guises a refreshing change

Something that stands out by not standing out at all is the way the main levels and all the various mini-games and sub-missions fit together. The intro sequence is short, and every so often a cut-scene will introduce some new story element, but the action is never suspended for long, instead friendly faces pop up in-game to tel, you whats happening and what extra labours you may want to undertake Success is measured in dragon eggs won back and having enough gems to pay for doors to be opened and helpers freed. It also helps that you can travel about with just brief loading sequences between the huge evels (during which your progress is saved), making the game fee, like one continuous adventure

Despite being much harder than the onginal Spyro 2 was rightly criticised in some quarters for being too easy, and while the first few worlds of Spyro 3

Spyro Year Of The Dragon



HOW TO ... T

BOMB THE BASE

Sgt Byrd's home base has a rathe nasty rhymoc infestation. If your standard rocket leuncher won't get the little blighters to shift then how about a few bombs dropped down their bally windpipes, sh what?



First you must find your bombs. Like most weapon power-ups, these are nabbed by breaking open suspiciously ordinary-looking crates



If the Sarge wents to drop anything while in flight. (a) brings up this handy eight to help you eim your load precisely - bombs away!



KA-BOOM! Congratulations! You've just sent the first rhynoc into orbit. Heaven knows how he'll get back down but we just don't care!

control and a hefty bucket of mini-games

aren't that tough to un ock, some of the stages are trickiness itself to complete Tearing about in a powerboat while shelling a shark submarine isn't easy and catching an egg thief accelerating along a super-charged track will take plenty of practice. Just when you think you've seen all a world has to offer, you'll find an aerial speedway section or discover another sub-boss who must be defeated

While many other series - X-Men and Toshinden come to mind - go stale over time Spyro just gets better Insomniac has never compromised in its quest to create games that appeal to kids without patronising them, while reminding oldsters why they first picked up a joypad, back when they were knee-high to a giant mutant grasshopper





IF YOU LIKE THIS THEN LOOK AT...

Primates go on the rampage in this brillo chiep-bagging platfore puzzler

PlayStation

■ GRAPHICS

■ GAMEPLAY

Cartoony 3D that deserves to be on a gavery wa 10

Leaping Mying, racing, shooting puzzling bombing 10

Finished all the apaedways and an the bettles? Didn't think so 9

DVÉRALL

A ritting final bow for one of PlayStatur scale performers Charming her get at John Spyrn 3 along a beautify on a inted the Will a build quality superior of your average BMVV. Four es-











SUFFER THE LITTLE CHILDREN...



Toonenstein

It's great eye candy without any semblance of content

FACTELE

■ PUBLISHEA	Virgin
■ DEVELOPER	Terra Glyph
RELEASE DATE	Out now
# AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One

THEN LOOK AT... CRASH BANDICOUT 3

The Crash formula teesked and updated to broduce buts disjith bletterset.

hould parents need a good reason to get their offspring out for a bit of fresh air, all they need do is cram

Toonenstein into the house PlayStation. While Terra Glyph's game can be forgiven some of its limitations - after all, it's targeted at the youngest gamers - it can't be forgiven for insulting the intelligence of four to five-year-olds with virtually non-existent gameplay.

Based on the Tiny Toons cartoon series in which young relatives of Bugs Bunny and co get into 'hilarious' scrapes, Toonenstein follows Hampton The Pig and Plucky Duck as they enter a foreboding castle in search of riches. Needless to say, the evil Baroness Toonenstein has evil intentions regarding the pair, and an exit plan forms the bulk of what action there is

Bizarrely, though, Toonenstein then throws in an additional character - Furball, the Baroness' cat - who assumes the starring role and reduces the pig and duck to bit-part actors who trot about on screen, occasionally treating us to tedious comedic outbursts

To facilitate his own escape and that of the hapless duo, Furball must find electrical generators within the game's 36-screen setting, using them to power a lift to the exit. To this end, a series of icons appear at the bottom of the screen presenting you with movement options or indicating that something will happen if the 🐼 button is pressed. And that's it You wander around then sit back to watch the animations you've uncovered. its far from involving and never satisfying

Granted, the graphics are excellent while the animation and voice-overs are indistinguishable from the Warner Bros cartoon. But if the price for this is stuff-all gameplay, then it's too high. Things are spiced up when Furball is attacked by flying bombs and the game switches au-too briefly to a first-person shooter But these are brief hopeful asides compared to the tedious main task and little compensation for the lengthy loading time you have to endure

As games based on cartoons go Toonenstein is very close to its subject matter - but only in the sense that it's great eye candy without any semblance of content. The lack of any rea, gameplay is unforgivable, as is the fact that the mission can be solved in less than an hour simply by visiting every room and pressing every button. Should only be used as punishment

Steve Merrett

PlayStatio

VERDIC

■ GRAPH CS

GAMEP, AY

JIFE SPAN

Stunning But tiresome animated interludes 9

Just the occasional button press 1

nterest who wante before the castle is explored 2

it's hard to see who Toonenstein is aimed at. There's little gamepley and the ack of interaction will alienate even the voundest user its tedinus auttop-pressing reduces it to little more than a graphical sideshow





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HARD MAN JAX TRACKS AN OL' ENEMY ON THE RUN



Mortal Kombat Special Forces

It combines mainting 35 enventure with people of kick acrepping

FACTFILE

■ PUBLISHER	Michaey
■ DEVELOPER	In-house
RELEASE DATE	Out now
AGE RESTRICTION	15 and over
NUMBER OF PLAYERS	Ona

IF YOU LIKE THIS THEN LOOK AT...

METAL GEAR SOLID OPPMAS 10 HOL There are more than a few mods to this all-time classic stealth am up in Special forces. If you haven't played MGS, why not?

ortal Kombat Special Forces is a spin-off from the hugely successful bent 'em up series. It takes up the story of Agent Jax, the mound of military muscle that fans of the series will recall from previous MK titles. Jax's arch rival, Kano, and his gang of cronies (including pyrotechnics master No Face and beautiful-but-deadly ninja mistress Tasia) have escaped from a maximumsecurity prison, and Jax must see to it that the malicious mob are suitably dealt with before they get down to

Bearing a passing resemblance to the disappointing Fighting Force 2 (OPM54) 6/10), the game combines elements of roaming 3D adventure with traditional punch in kick scrapping. There's a share of Metal Gear Solid in there too, satisfying

some unrestricted carnage.

the desires of anyone whos at their happiest when toting an Uz 9mm.

The action kicks off in a disused warehouse, and involves Jax collecting access codes or fidding with computers to open doors and carry out his mission. while all the time under attack from fist and gunfire. Once the r goons are mullered, the escaped convicts await you at the end of the level, each with their own unpleasant special ability

The puzzle-solving aspect is relatively unchallenging but as yourd expect from the MK crew, the main element of Special Forces is the fighting. Battering baddies earns you experience points which unlock various combo moves when enough noses have been bloodled. There are weapons to collect, too, as you edge further into the gang's hideout, and pretty early on you'll be able to snipe away in

true Solid Snake-style, Sniper Mode proves effective for taking out unsuspecting gang members in the distant darkness but get it wrong and Jax could find himself getting pummelled from all sides by the Black Dragon thugs

Although the button configuration is a I ttle complex at first, those nimble garning fingers will soon adjust in no time you", be togging between shotgun and iron fists and topping up the health bar mid-combat, all in one smooth movement

Aside from this, Special Forces isn't the most demanding game but the levels begin to sprawl as you progress and a certain amount of tactica, planning is required to conserve ammo and specialmove unce for the bosses. All in all it's playability and fast-paced action are a weicome addition to the MK series.

Nick Ellis

VERDIC

■ GRAPHICS

Atmospheric and onsp. 7

Fuses a variety of styles to good effect @

Eight evers of aution not bad for the cost 7

Ava able at Platinum price Special Forces turns out to be a highly entertaining and worthwhile little number that nearly a pied through the OPM net Won't keep you going to MGS2 but play it anyway





Blow your nose, clear your throat and get ready for action. You'll need to be on top form in Spyro's latest adventure. Skateboarding, sharp-shooting and yeti boxing are just a few of the skills you must master in order to defeat the evil sorceress. Luckily, Spyro has help from five friends in his quest Pull together, it's time to go and fight fire with fire









TAKE 2 HOLDS THE CHAMPIONS LEAGUE CROWN - BUT FOOTBALL IS THE REAL WINNER



UEFA Champions League Season 2000/2001

It is the defails that impress, both in control and in terms of Al

FACTFILE

■ PLBUSHER	Take 2
• DEVELOPER	Silicon Dreams
m RELEASE DATE	Out now
AGE RESTRICTION	None
■ NUMBER OF PLAYERS	One to eight

IF YOU LIKE THIS THEN LOOK AT...

ISS PRO EVOLUTION OFFSE 9/10) Effortlessly recreates the skill end tectical play of football

he success of Champions League games has always been in the detail, and 2000/2001 is no different. In the general skill area, passing and shooting are as dependent on timing and precision as they are in the real thing. The main difference, though, is that 2000/2001 doesn't presume that players aren't up to the subtleties of ball control.

This version lets the player delight in the glory of a ball that is chested down caught on the bounce, or simply knocked forward for an attacking play ISS Pro Evolution may still have the upper hand in terms of dexterity and gameplay, but no other game wasks the tightrope of arcade gratification and realistic control better than 2000/2001

But again, from this solid core of immed acy it is the details that really impress, both in control and in terms of Al To see a defender standing on the line to head away a free kick makes you wonder why it hasn't been done before Similarly, the occasionally brilliant positioning of the CPU front, ne means that moments when a goalkeeper spills a shot only to see it, and at the feet of a striker are as heart-in-mouth as watching it on Sky Sports.

It's all very well hammering (A) in readiness to receive a beautifully flighted cross, but if your timing is out, the bal will either sait over the bar or, even worse, the recipient will stick out a legbut miss it entirely. The same logic also now applies to the through-ball, with only passes that are timed to perfection splitting the defence. This level of skill is continued throughout the game, and for those keen on showboating, it's possible

to juggle the ball while on the move or use combinations of button presses to effect drag-backs, one-twos and gravit, defying volleys with differing success

Of course, every team has its weak inks and Champions League 2000/2001 is no different. Tackling is still rather imprecise, with the referee penalising seemingly innocuous challenges, while strikers often hang back rather than pick up easy tap-ins. Overall, though. 2000/2001 outplays most of the competition with ease. Just do yourself a favour - skip the Novice level and its 13-11 scoretines and play the game on Intermediate with the shot targeting switched off You'll wince at missed opportunities, yell at lack ustre defenders. and sign with rever at deflected goals. But sn't that what football is all about?

Steve Merrett

GRAPHICS Detailed and well animated players excellent TV-style presentation 8

Instant gratification, but plenty of tricks to be learnt 7

t'll run for langer then Michael Owen 9

OVERA...

immediate anough to please the FIFA growd but with the essential depth to prolong its ife. A sublime control system is linked with strong player 4 o create the best arcade or entated footie title to date



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So keep your head in the game

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It has a way thing you and a friend need to begin playing right away.



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BEHOLD THE BURGER KING OF MONSTER TRAINING GAMES



Digimon World

The real meat of the game is the combat. As you stroll around

FACTELLE

● PUBLISHER	Crave
■ DEVELOPER	Bandai
W RELEASE DATE	Out Now
M AGE RESTRICTION	None
NI IMPED DE DI AVEDS	One to two





are you the sort of person who buys Pepsi Cola because you 'prefer the taste'? If you are you may well enjoy

Digimon World, the 'other' monstertraining game. The one that isn't, well, Youknowwhatemon.

Actually Digimon World sn't the only other monster-training game Just last month we were playing Monster Rancher, the monsters-in-your-CD-collection game But Digimon boasts a full complement of marketing extensions, including key-ring battle toys and a cartoon series. And it could be argued that, because its from Bandai and Bandai created Tamagotch and Tamagotchi started the whole monster-rearing saga, strictly speaking Digimon is the Coke of the monstertraining world rather than the Pepsi.

But anyway. Pop in the disc and three things will happen. First, you'l metamorphose into a small boy with a huge head and freckles. Second, you'll be sucked through a wormhole into the world of Digimon, And third, you'll be followed everywhere by a small

nnocuous, but eager-to-please monster Digimon World is organised rather like an RPG. You start off in a village, where you can strol, around, chat to the residents. and buy things. Then, when you've exhausted the possibilities there, you can strike out in search

The first place you should head for is the training area, where you can start to work your monster into fighting shape Rocky style Then you'll probably want to go to the to let No. really

of adventure

Digimon World takes its Tamagotchi heritage seriously endowing your monster with a ful complement of bodily functions. When he's hungry, a little thought bubble appears over his head with some food in it, and you have to find something for him to eat. When he's tired, a bubble full of Zs appears, and you must put him to

bed. And when his digestive processes have run their course, voud better move fast. How entertaining you'll find this will depend on how long your old Tamagotch, lasted before being crushed underfoot, but it'l. certainly raise a smile. The first few times, anyway

The real meat of the game, however is the combat. As you stroll around the map. tutting at the incessant disc-accessing and the way the music restarts on every screen, other monsters will pile in Combat is a pretty hands-off affair as far as the trainer is concerned.

All you can really do is watch and pray although as your monster's abilities grow you'll be able to give him more guidance Should the little fellow win, his vanguished foe will sometimes join the monsters living in the village, unlocking further screens to explore But should be

Digimon World



HOW TO ...

RAISEA



Remember Tamagotchi? Digimon World is worryingly similar. Right from the word go, your monster will demand attention. Here, for example, he's hungry. Luckily there's a farm just next to the village, and the farmer's an obliging sort.



After a hard day's fighting, your monster will be in need of some kip, which he can get in Jijimon's house Unfortunately as far as we can work out, you can only put him to bed for as hour at a time, with much disc-accessing between each stint.



Fans of toilet humour will be in their element here as that food you cremmed into his gob earlier nears the end of its alimentary journey. Find a WC pronto or risk leaving a slippery surprise on the grass

the map, other monsters will pile in

lose your monstrous mate waves farewell to one of his three lives

With its pretty graphics and exciting battles, Digimon World is agreeable enough. But it's a bit odd. The feeding/ sleeping pooling side swiftly wears thin and should have been dropped for more control abie battles. And the random monster attacks grow similarly threadbare

Most traumatic of all however is that just as you're growing attached to your monster he digivolves into a different one - which then has to be reared from sc atch. If you play the game for long enough you'll play with all 80 Digimon But sniff you don't even get a chance to say goodbye it gives you an deal of how those people who train guide dogs for the blind must feel -

Jonathan Davies



IF YOU LIKE THIS THEN LOOK AT...

MONSTER RANCHER FMOA B J CD-collect.on-plunder.ng twist. And you can take your monster to the grave

PlayStation

■ GRAPHICS

■ GAMEPLAY

LIFESPAN

Steem, , thunk, ruemen, and name, monster B

973 A 11 1 1641 , 1 1 1 1 1 1 1 6 week, to be at they or 1 1 don grap you 7

A weather and the orange of heme 39 7 3 3 30 - 1 19 7 3" d CP 9" d we're was a fire as tally grate











MORE HORSEPLAY FROM MIDAS, GIDDY UP...



Equestriad 2001

Its reliance on a simplistic approach weighs the game down

PUBLISHER

DEVELOPER

RELEASE DATE

■ AGE RESTRICTION

■ PLAYERS

Tantalus

Out now

One to two

IF YOU LIKE THIS THEN LOOK AT... MARY KING'S RIDING STAR Equally poor, but your only alternative

ell, all credit to Midas for having another crack at bringing the... um, thrills of three-day eventing to PlayStation. Unfortunately, the trio of dressage, cross-country and show jumping events are rather too sedate to be successful videogame material, and their additional failure to capture anything of the skill of the real thing leaves Equestriad 2001 fit only for the knackers' yard.

It isn't the limitations of horse-jumping that afflict this game, however, more its acklustre approach. Granted, the dressage event was a non-starter from the word go. After all, making a horse walk at different speeds within a big field, pausing only to salute the judges was never going to capture the imagination, and it doesn't Rather, it's

Equestriad 2001's reliance on such a simplistic approach that weighs the game down like a 20-stone rider Even the possibilities afforded by the show jumping and cross-country events are limited. Basically, players are left to accelerate and decelerate the horse, guide him toward the next jump and simply press the 🚷 button at the right time to send the mag sailing over to the next hazard

While the game is enhanced by frequent but banal, commentary and courses based on Kentucky, Badminton and Burghley, the limitations of the gamepiay are impossible to escape Ultimately, the proceedings boil down to learning when to canter trot and jump in order to since seconds off previous records. This idea is fine in games such as Gran Turismo, where precision manoeuvres and tight comening can shave

seconds from lap times. In Equestriad 2001, however, the speed restrictions and poor manoeuvring abilities of the fourlegged racers make such gains pointless. while the game's laid-back approach fails to give you any incentive to progress

The strange thing is that Equestriad 2001 genumely wants to be the horseriding equivalent of FIFA. It enables eventing fans to select from various riding luminaries, and precedes each event with a discussion and lengthy carnera pan. It's all for nothing, though, because this is very ill thought-out stuff. Graph cally it wavers between passable and dated - in ne with the antiquated gameplay - and, f theres a PlayStation equiva ent of a glue factory for games best put out of their m sery expect Equestriad 2001 to reappear under the UHU label imminently

Steve Merrett

ERDIC

GRAPHICS

GAMEDLAY

Chunky, unimpressive and dated 4

Too simplistic and formulaic 4

Only three events - I you count dressage 3

Lacks ambition begrable aesthetics and content The contrais totally fail to reflect the skill needed by show jumpers and cross-country eventers. They shoot horse games, don't they?



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RE\/IF\//









WE'VE HEARD OF JUNGLE FEVER, BUT JUNGLE JIVING - WHAT CRAZINESS IS THIS?



Jungle Book Groove Party

More dance fun to offer than Britney Spears in school uniform

FACTFILE



SCEE PUBLISHER DEVELOPER DOM: NAME ■ RELEASE DATE **November** AGE RESTRICTION None IN NUMBER OF PLAYERS

egular visitors to the arcades will be familiar with the practice of using feet, rather than fingers, to play games. Although this might sound bizarre, it's actually very easy to do. All the symbols you'd normally find on your joypad are displayed on a specially designed met. You stand in the middle and step forward for up, back for down, left for left and, yes, you guessed it, right for right.

Jungle Book Groove Party has been specifically designed for the mat, and is the first of its kind to be sold in the UK If you haven't had the pleasure of using a dance mat before, there's a whole heap of fun waiting for you. The on-screen action is similar to PaRappa The Rappa and Beatmania symbols scroll down the screen until they reach a circular target, at

which point you're required to stand on the corresponding symbol. This is made easier by the fact that all the button presses are in time to the music, which means that if you're using the mat, and moving your feet in time to the music. vou're dancing

Things start off relatively easily - it's just a step to the left, then a jump to the right, put your hands on your hips loops, wrong musical, but the idea is the same, just without the cross-dressing). As you progress through the game, both the plot (basically the same as the classic Disney film) and the dance moves become ever more complicated, until t reaches a point where you're left feeling ike a reject from Fame and suffering from a bad case of jungle fever

Of course, this mini-disco display is hilarious for anybody watching, and Jungle Book is perfect for multiplayer action at parties. Whether it's jelly and ice cream for a group of toddlers, or vodka jellies and whipped cream for a more adult gettogether, the games hysterical and the only arguments you're likely to get are over whose go it is next. For an nstant party, all you need are two mats and the Versus Mode. While this is on the pricey side to set up (the game costs £49.99 with the mat about £24.99 without and the mat can be bought separately for £2999), you'l, certainly get your money's worth.

With more dance fun to offer than Britney Spears in school uniform, Jungle Book Groove Party has to be a hit. The only reservation we might have is that as with any novelty game, its initial sparkle could soon wear off

Catherine Channon

PlayStation VERDICT

One to two

■ GRAPHICS

Bright colourful and typically Dianey 8

Fundier than the day Dan said he was "a bit of edy's man" 9

ts a novelty it weare off but the met works with other gemes 6

The first of its kind to make it to the JK Groove Party is lots of fun and a good example of what s to come Classic tracks the Bare Nacassities make t perfect for mankeying around





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NOT SO MUCH AN IRON GIANT - MORE A RUSTING HEAP



Iron Soldier 3

Unly the GG rad-auguences rame class to any hird of quality

FACTEL E

■ PUBLISHES Telegames DEVELOPER Eclipse Software RELEASE DATE November

AGE RESTRICTION 11 and over

 NUMBER OF PLAYERS One to two

THEN LOOK AT... ARMOURED CORE (OPHSS 8/10 Hech fighting as it should be done

echnology evolves much as human beings evolve - just a bit more quickly. Whereas it's going to take us a few million years to develop telekinesis and a second stomach, it's taken Sony just half a decade to go from PSI to PS2.

That said, some beginnings are pretty nauspicious. Let us hypothesise for a moment about the mobile robo-tanks better known as 'mechs' Presumably when Japanese military contractors finally get around to building the prototype mech, It'll be clumsy, slow and difficult to manoeuvre Certainly, the mechs in Iron Soldier 3 appear to be at an early stage of technological evolution. Either that or somebody doesn't understand difficult concepts like 'gameplay

Set in the future, Iron Soldier 3 occurs during a period of apocalyptic war

Clambering into the guts of the tituar metal man, you engage in 25 missions torn from the Top 10 1st of War Game Clichés From basic all-out combat to the ever-popular protect-the-convoy-of trucks Iron Soidier 3 is essentially Electronic Arts helicopter-driven Strike series with legs (so to speak).

Rockets, cannons and meta, fists are all employed in the smashing of enemy mechs, helicopters, tanks and buildings Buildings are particularly important because they contain giant crates that can restock your limited ammunition. There are also a couple of Two-Player Modes one of which is co-operative, requiring one player to control movement and the other to handle weapons systems.

You may be wondering what happened to the previous Iron Soldier games. They were released for the Atari Jaguar and, even by that format's pitifully ow standards, they were utterly awful tran Soldier 3 is nothing if not faithful to ts predecessors' trademark rubbishness From its aborious controls to its bland graphics, it barely even tries to be good There are moments when matters almost begin to get exciting, as you duck down side streets to avoid a hall of lead then double back on a squad of tanks, but the clumsy way your iron soldier moves just piles on the frustration. Maybe you'd be able to forgive this if the visuals were half-decent, but they're dull and repetitive

Only the CG cut-sequences come close to any kind of quality but that's probably only because they were put together by an external team. Iron Soldier 3 can join its predecessors on the scrap heap of obscurity

Paul Rose

VERDIC

■ GRAPHICS

■ GAMEPLAY

Drab buildings and featureless battlefields 3

Hackneyed missions and flawed controls 3

Would be less painful if it folled itself 4

■ DVERALL

As awit as t is unoriginal despite the pretty computer generated ink sequences. When the only thing to recommend a game is its out scenes you know you've got a stinker on your hands



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APPEARANCE IN A VIDEOGAME, IT WILL QUICKLY BE FORGOTTEN



Prince Naseem Boxing

When the boxers start to shuffle around the ring you quickly

FACTFILE



PLIBLISHER

Codemesters In-house

■ DEVELOPER FREE ASE DATE

Out now

■ AGE RESTRICTION

Moor

■ Number of Players

One to eight

fter spending three years in development helf, Prince Naseem Boxing is finally here - but why the delay?

According to Codemasters, the game has been ready for release several times but has been put back to jump through the lofty quality-assurance hoops that have helped the company craft classics such as Colin McRae Rally and TOCA World Touring Cars. Was it worth the wait, then? Hell, no.

Not that Prince Noseem Boxing is utterly awful it's just that the game simply doesn't live up to the high standards claimed by Codies Take the character animation, for example. Fair enough, the decision not to use motioncapture technology needn't preclude fluid movement or realistic graphics. In fact the fighters look pretty good when theyre static, if a little stylised with their hunched shoulders

When the boxers start to shuffle around the ring, however, you quickly realise that things aren't quite right. All the punches are telegraphed stabs whose power you can delay by pulling back your fists for what seems like an age. Things get far worse when you start 'making contact' for want of a better description of the badly animated jabs. The collision detection is nadequate and when you start dodging blows, you crane to one side ridiculously. To misquote famous boxing scribe George Plimpton, it's like you're leaning out of a car window, trying to head-butt passing lamp-posts

The gameplay lacks the immediacy of Ready 2 Rumble and ignores the combination work and licences that help to make the Knockout Kings series so successful. However, Naseem Boxing does aim to offer you something that doesn't appear in either of its rivals. If you manage to evade your opponents shots you will gradually top-up a special punch bar When it's full, you have ten seconds to pull off one of two big punches that will severely damage your foe

Another meter plots how many points your get if the round ended at that point. While this removes the unpredictability and excitement of the

scorecard, it also enables you to mount flurries to rescue points. If you are knocked to the floor, you enter a subgame in which you have to press randomly appearing buttons in time to a bobbing needle It's a welcome hint of originality, as are the seven difficulty settings that appear in the game

A knockout tournament offers the chance for you and up to seven pals to select from 16 boxers -- though Naz is the only named boxer - and there's a handy eight player, Winner-stays-on Versus Mode. However, the best element of the game is the career-based World Mode Select from a range of boxers at three generic weights, or edit your own, and build him up by altocating training time to various gym activities and rest. You must also control food intake as you aim to strengthen your fighter's physical condition and help him achieve his correct weight

Between fights you receive tips on your regime from the Prince himself, who also gives an analysis of your performances as well as comments on

Prince Naseem Boxing



HOW TO ...

FLOOR 'EM WITH



Firstly toy with your opponent, jabbing infrequently and inviting them to hit you by leaving yourself open for a fraction of a second at



Then dodge their blows as they start reining in by using the shoulder buttone. This will top up a power gauge indicated in the bottom-left of the screen...



Finally, press @ and @ to pull off a devastating power punch that will send them hurtling towards the canvas seeing stars

realise that things aren't quite right

prospective opponents. Ultimately you are aiming to push your fighter through the ranks to win a world championship belt and unify the titles by beating a rival champion. World Mode adds a thread of narrative as you battle opponents with varying styles and statistics.

With contenders Ready 2 Rumble Round 2 and Knockout Kings 2001 in the ring, there'll be great competition for the boxing-game spot in your Christmas shopping trolley this year Unfortunately Prince Naseem Boxing succeeds in treading a middle ground between the two approaches by gnoring the most appearing qualities of each title. The result is a game that lacks punch and looks clumsy during play Disregard the rivais at your per |

IF YOU LIKE THIS THEN LOOK AT... KNOCKOUT KINGS 2000 DF#54 7/10 The best boxing game for the PlayStation

PlayStatio

■ GRAPH CS

L FESPAN

Graphics ook appealing until you start moving 7

OVERAL.

■ GAMEPLAY Simple control system but poorly animated with no fluid combos 5

The game tries to combine the conservatism of Knockout Kings and the flamboys by a Ready 2 Rumble The hybrid is interior of play clums, and as few ledeeming features. Decidedly average



Lee Hall

Une igagi g Two Piayer Mode Slightly better in World Mode 5



MAGIC-CARPET CAPERS AND, MERCIFULLY, NO ROBIN WILLIAMS



Disney's Aladdin In Nasira's Revenge

FACTFILE

	PUBLISHER	SCEE
m	DEVELOPER	Argonaut Software
m	RELEASE DATE	November
	AGE RESTRICTION	None
n	NUMBER OF PLAYE	RS One

he Disney Corporation's attempt to saturate kiddle consumer culture continues with a follow-up to passable slider-swinger Tarzan (OPM51 7/10). Disney's Aladdin sees you take charge of the baggy-trousered one for 28 levels of Arabian antics, Armed only with a scimitar, ballet skills and some useful friends, you must save the sultan, princess and kingdom from the netherwordly sorceress Nasira - and collect a fortune in gold, of course.

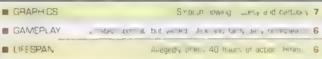
A 3D adventure/platformer the game of the film involves prancing, sliding and charging around weil-constructed visually pleasing locations, collecting coins and gems, and bashing baddles. It's marginally challenging and scores no marks for originality, but fulfil your coin quota and the end-of-level bonus games sometimes provide a swift burst of amusement

What saves Aladdin from drowning in its own Disney drivel is the way the game constantly switches modes. One minute you're stealing appies from a narcoleptic street vendor, the next you're dodging collapsing pillars while riding a 240bhp Persian rug. Wholesome fun and good basic training for young cadet gamers, just too dull for hardened veterans.

Nick Ellis







OVERALL

t hald y raye randouse garner is gittle and Will resident Time in leaving in may, your passing entertainment for those who like to spend College a right, and id it work king ply.



DOLLY THE SHEEP HAS A LOT TO ANSWER FOR ...



Ray Crisis

FACTFILE

■ PUBLISHER	JVC Interactive
m DEVELOPER	Tait
m RELEASE DATE	Out nov
■ AGE RESTRICTION	Non-
IN NUMBER OF PLAYERS	On

orn of cyberpunk author William Gibson, Ray Crisis lies somewhere between a Matrix dystopian nightmare and

shape-shifters cartoon Transformers.

s it possible to stop the Con-Human Organisation which joined forces with human clones?" asks the sultry female voice at the start of the game. To stop distant cousins of Megatron et al from taking over the Earth, you must climb aboard one of three Wave Riders and dive into the networks

Choose between two modes. Arcade and Special, select your route across the apocalyptic landscape, and spark up thy

mighty ship. Three types of craft offer different weaponry, but each comprises a fire-and-forget targeting system that sits alongside a front-fring cannon, and there are power-ups to collect along the way

Ray Crisis s the follow-up to Ray Storm (OPM23-6/10) and in terms of gameplay, not a lot has changed. It's an ancient concept a vertically scrolling shooter where you blast everything into space dust before squaring up to the screen-filling bosses. However, this retroarcader has just enough for fans of all things R-Type to sink their genetically modified robo-fangs into

Nick Ellis

■ CIVERALL





■ GRAPHICS

- CAMEDIAY

A satisfying polygonal 2 5D lightshow 8

Nothing new but still fast, furious and enjoyable 7

Ascending those high-score tables becomes all important 7

Delivers sweety palms action as you dodge incoming photon torpadoes lock on to ground vehicles and take out the flyboys it's sensory-overload time, with thumping soundtrack and eye-blistaring explosions





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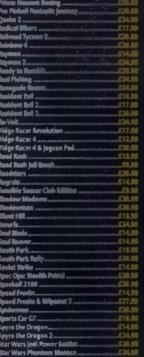
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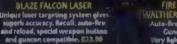






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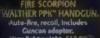


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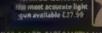
MALTI-TAP ET J. SE





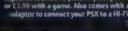
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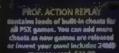


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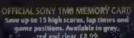
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VIRGIN UNEARTHS A TWO-PLAYER GEM ...



Magical Drop

FACTFILE

■ PUBLISHER	Virgin
■ DEVELOPER	Spook
B RELEASE DATE	Out now
MAGE RESTRICTION	None
NUMBER OF PLAYERS	One to two

rom the very first chirrup emitted by its rotund bunch of fools, lords and various medieval stars, you know what to expect from Magical Drop. Essentially a variant on the excellent Bust-A-Move series, it offers a slightly different take on the latter's fixation with collating like-coloured orbs.

In Magical Drop's case, the coloured gemstones pile up on screen and must be linked in batches of three or more so that they disappear To this end, you control one of a dozen courtiers who run around the bottom of the screen. A pulley system is used to gather the gems,

with one button used to pu,, down batches of like-coloured orbs and another to send them back up screen. Complex combinations are then used to clear the screen, with huge chain reactions of dispersed gems either rewarding the player or penal sing the opposition in Two-Player Mode

Despite its familiar content Magical Drop seems lethargic at times, especially when compared to the likes of Bust-A Move and Puzzle Fighter. The bizarre but frenetic Two-Player Mode saves the day but as a solo effort Magical Drop doesn't have the urgency its genre demands.

Steve Merrett





■ GRAPHICS

GAMEPLAY

■ LIFESPAN

Standard gaudy puzzie popping 5

Entertaining but Soio Mode lacks the necessary page 6

The Two-Player Mode is a stayer 6

OVERALI

Magical Drop is familiar fare its implistic con sit and controls combining to cheete yet another entertaining but undersanding PlayStation puzzier clearly inspired by Bust A-Move



PROOF THAT TIGGERS ARE WONDERFUL THINGS ...



Winnie The Poo

FACTFILE

■ PUBLISHER	Ubi Soft
m DEVELOPER C	loki Denki Studios
RELEASE DATE	Out now
■ AGE RESTRICTION	None
IN NUMBER OF PLAYERS	One

he first of a new wave of titles aimed at three to sixyear-olds, Tigger's Honey Hunt is proof positive that children's games needn't be patronising, nor scaled-down versions of 'real' titles. Instead, Honey Hunt is a beautifully judged platform game which marries Disney's high production values with excellent level design and playability, its

Tigger has volunteered to help Pooh gather honey jars for a party. This leads the way into an engaging platform romp, with additional collecting missions

only concession to its young audience being an easier difficulty setting.

offered via cameo appearances from Roo Eevore and Owl What really makes Tigger's Honey Hunt so effective, though. s that its a strong platform title in its own right. Your control over Tigger is superb, while the levels are easy to navigate. This is all excellently presented with dozens of cut-scenes accompanying each new objective or hazard

Tigger's Honey Hunt

Although the polygonal graphics look rather primitive, Tigger's Honey Hunt is a solid and entertaining package. Additional sub-games such as Pooh Sticks are a nice touch, but the key to the game's success s simply that it plays very well

Steve Merrett







■ GRAPHICS

■ GAMEPLAY

■ LIFESPAN

Rether bulky, but bright and colourful 6

Simple yet challenging platform action 7

Plenty of levels and lots of incentive to play them 7

DVERAL.

A brisiant kide title Basically this is a great pietform game with the difficulty level toned down for the younger users. Good presentational touches and plenty of action set a new standard in linds software



REPLAY VALUE

SHED NO TEARS FOR THE GREAT GAMES OF YESTERYEAR - THEY'LL BE BACK, AND AT A FRACTION OF THE COST. HERE ARE SOME OF THE LITTLE BLIGHTERS NOW

PLATINUM GAME

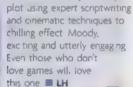
Silent Hill



M PUBLISHER Konemi

his is not a game, it's an epic interactive psychological thriller boasting six different endings and combining strong puzzle elements with monsterbashing of the highest order.

More scary than most movie thrillers, with a brilliantly developed





TODAY'S STUIT A lendmark game that remains one of on PlayStation



TOCA Touring Car Championship



■ PUBLISHER Codemasters

ealism has always been TOCA's watchword, and here's where it all began.

It may look and feel a little dated by today's standards, but it's still a fine example of a racing game, and beats many a more modern effort into a cocked helmet Don't expect a knockabout racer



though - the handling is very realistic and unforgiving TOCA will appeal to those who like a mix of Formula One and regular road racing - it's a great combination of the two AB



TODAY'S SCORE but still a corker

BUDGET PRICE RE-RELEASES WE CLUBE CANNES CLUSTED DOWN AND BOLD OFF ON THE CHIAMP - BANGARAS

Street Fighter Alpha 3



■ PUBLISHER

Virgin

£9 99

he graphics are twodimensional and cartoony, and there's not a polygon in sight. But who gives

a monkey's?

SFA3 sees Ken and company doing a bit of a Tekken with stacks of intricate moves and no less than 34 characters to choose from Some

savoury innovations, such as the guard meter, really add to the gameplay, forcing you to breal down an opponent's defences before slamming them into next week. A juicy

battler MAB



WELL STANDS Playability incornate SFA ? offers so much quality for so little money Don't ignore t



PlayStation IN *OPM18* 9, 10

■ PUBLISHER

■ £9 99

Codemasters

IDDAFA ACIMI Big leffe from cute ittle cers. Fens of Micro Machines will

the price AB

Micro Machines va

icro Machines V3 is

a Multi Tap.

glorious eight-player Micro-Maniacs

It offers more fun-per-guids-spent

vehicles around domestic settings.

Whether voure driving a

than you could reasonably hope for

The premise is simple race tiny

monster truck or a Sherman

tank, the handling is superb

and the graphics are slick to

boot. A bargain at twice

such as kitchen tables, and win

reason enough to buy

Bettered only by the

Resident Evil



PUBLISHER

Vicain

m F9 99

he original and, some would argue, best of the zombie-busting bunch.

All the ingred ents for top survival horror action are here a spooky old mansion, a secret laboratory, and a slick-skinned gaggle of festering mingers to peoper with buckshot. Times been kind to

> Resident Evil and its been massively influential. Would we have seen the likes of Dino Crisis and Silent Hill if it werent for Resident Evil? We don't think so. Come see where it all began. AB



The granddaddy of surviva horror Trips down memory ane are rarely this good



Street Fighter Collection 2



s a retrospective collector's edition of the three primary incarnations of Street Fighter 2, this compilation is a

PUBLISHED Virgin **■ £9 99**

The problem is that it's not the kind of thing you'd buy if you were after a cutting-edge beat 'em up -

fairly worthwhile purchase.

it's just too old hat for that A., three games remain good for the odd twiddle and ts a ways nice to see the grandparents of the modern beat 'em up in action. A history lesson AB

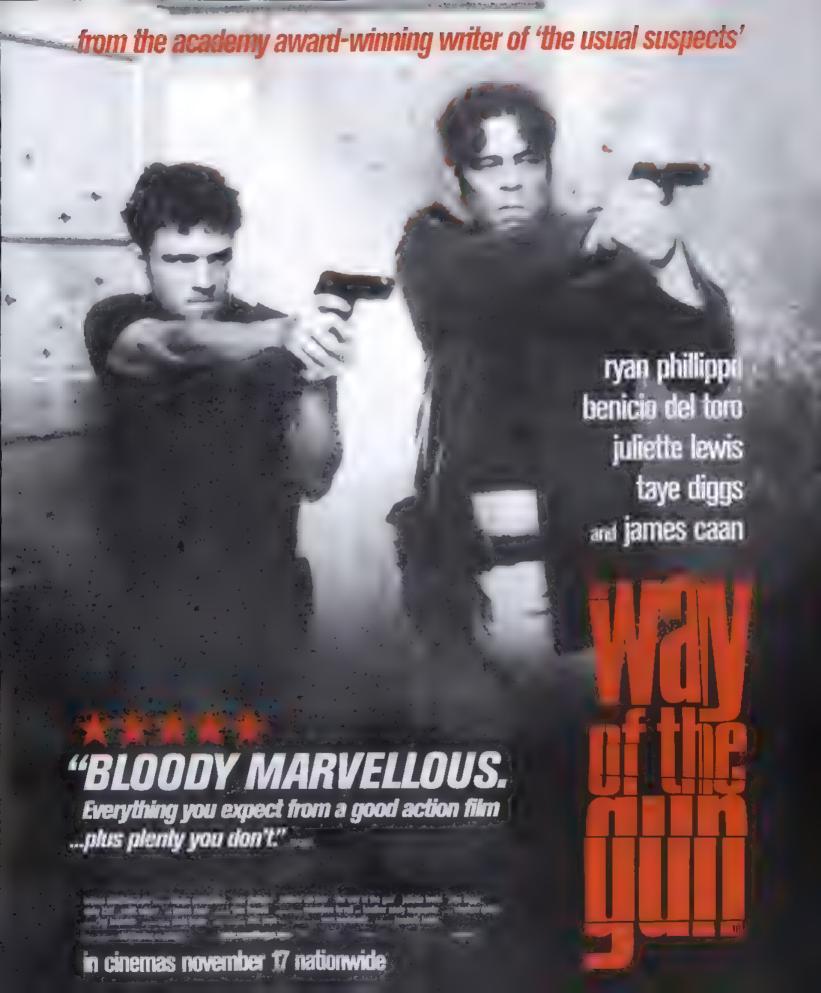


IN *OPM45* 7/10

execution but worth a look for die hard







Kieron Gillen / Stave Owen



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REVIEWS

OPM'S ROUND-UP OF THE MONTH'S BEST NEW RELEASES

m p . m m

>>Kid A is out nou>>

RADIOHEAD

Kid A

s you might have heard, the long-awaited fourth Radiohead album sn't exactly large on tunes. Don't expect to hear your milkman whistling any of the tracks unless you have a particularly avant-garde cow-juice provider Guitars are jettisoned in favour of biurred synths.

Thom's forced falsetto completely obscures his lyrics and, well it's all more pretentious than ever

Not to say that there aren't quietly moving moments. The likes of Idioteaues death-disco and Morning Bell's paranoid heart are effective mood evokers for listening alone, and the heavenly cascade that is Motion Picture Soundtrack will chart post midnight lonely drinking sessions perfectly

Not recommended, but not revised either KG

Verdict: Not on the radio, matey 6/10





>>Out nom>>

VARIOUS

The Best Garage Anthems... Everl

Cythics might argue that a genre passes from in deal to three or an entropy will also be the first the residue dues de la diagra de ecthe property of the second of A R S A A A A A ABIIST VIDY itings gir . Inst: nust be made of the or existing Dee Kine's novely and a ph - the a type The property of a system of the state of the and an amount KG

Verdict: And the crowd say... 7/10



>>Out now>>

GARY NUMAN

Private Fight-enthusias Gazza Numan ha ing gotal comething of a reapplaisar in years due to the self-outing of people se Nine Inch-Nau head to a ser R. as lans, Perhaps hoping or a morning will pick up some sales Herr somal or to closely mimic early-NiNs Depeche-Modestyled electro-rock Except worse Lyrically, hi seems to be unsure whether has more Anni yent of surface of a Rigida feet feet also a splat to coniomp-ridden studge in a role on a ree seminal classic Coys included in a million and one future racing games KG



>>Dut now>>

COCTEAU TWINS Stars And Topsoil: A Collection (1982-1990)

the party of the state of the s वाकि र वाक्षांक स्वरूप क्षा no bring or the bring in their is about the standard or thought the indry in a great to as more to a per-HARM IN THE PROPERTY OF THE PARTY OF angele de just final sons en - 4 me en 4 4 9 4 m THE IF A MAKE A BUILDING TO THE POPULATION OF TH 8 on appropriate the second he cultural vacuum that communa: seminies v. a. J have them be KG

Verdict Shining 8/10



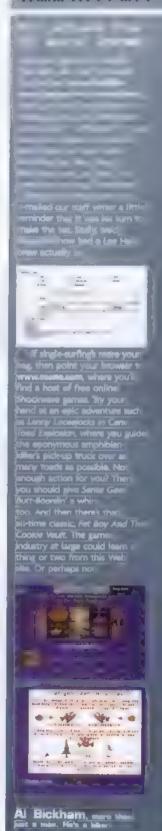
>>Out nom>>

LLAMA FARMERS

Appearing at the same time as idlewild, the

tox in identity of the Billion filt THE RESERVE OF THE STATE OF e to a state with s man as part a new sort and a transfer of the agreement to all year expendence of the graph of solve and allower or to be a figure as a figure h date the sale and the fill album Resemble to the deal province andrive her KG

Vardict El Okav-o 5/10



DVDG OF THE MONTH



TARZAN: COLLECTOR'S EDITION

What has alternate or the first and court at a language the pertongrafia a very transferrence The state of the lateral and an five of the staff for र व सन्तामीय ४० म घ was taken to hew farzon came to be Phil Collins songs are gratingly average but that's only to be tem led On the whole traditionally animated, although purists will be upset that its the CGI work that makes this film so thrilling Sweet with the ane-man 50 Extrus. A second full DVD



THREE KINGS

Dangerous and brave time is the will it a wouldget film unexipted any biospirit with मार्गा केंद्र कर अंग को वे करवहरू with and Marky Mark Wall Issue If you the girthis was just an army action film - aprised to learn that its actually a deeps thoughtful morality tale set at the end of Desert Storm Portically adept granily filmed and challenging it certainly holl its at a funny well-made and extremely and any from the ourset in bindy or live the aste but if Hollywood , getting a bit too samey for you. There wings night lust give you faith 50 Extres: Documentaries, commentary, photos, storyboard Verdict: Not your everage Clooney flick



>> Reing John Malkavich is out now>>

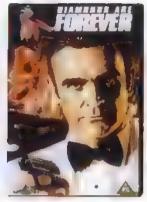
BEING JOHN MALKOVICH

n unsuccessful street puppeteer, Craig Schwartz (John Cusack) decides to take a day job. Behind a filing cabinet in his bizarre office midway between floors seven and eight, Schwartz discovers a portal that puts the user inside the head of John Malkovich for 15 minutes. A unique business opportunity if ever one presented itself

Rather more difficult to describe than to heap with praise Being John Malkovich has to be the year's best film. Wonderfully cast imaginatively shot and belly achingly hilarious (in satisfying aren't we clever to be able to appreciate this? style rather than the everyday simplicity of say Scary Movie), it's got the lot love sadness, despair, treachery, revenge and a great comedy foil in the titular actor SO

Extras: Widescreen, interviews, notes, documentaries, photos Verdict: Brilliantly weird 9/10

"Has to be the vear's best film. Wonderfully cast. imaginatively shot and belly-achingly hilarious"



DIAMONDS ARE

Predating Roger Moores rather comical stat of Balling plant A not the le A stated to a state of the visit of V the believe is a region of the time to be took may make anywart a kee some it a proble print the plant of April 11 th arts fill we are to be any as Trade de les de seu sel colo de la pere, la Francisco S. San

the amount of higher prober to only in xinting and and get the right and and the car the Stores Mount to good est

Extras: Documentaries aplenty - fabulous Verdict Sean Connery looking older but etili cutting it 5/10



>>Out nom>>

GET CARTER

iack Carter (Michael Caine) is the epitome of the British anti-hero. The London gangater travels to Newcastie for his brothers funerawhere after finding out that the cause of death was murder he sets out to exact some in senacing gistor this 197 and sends · reason and in the Line Angelies ser-Sy or are Saltone remake (Tsk). Get " "rer has aged better than most films of it vintage and if it doesn we will, राम्यास्त्रीतः व वाद्यान कातः अग्रत्यास्त्रस्य ति ed gr maxing text for a grade on practical till for Mike Hodges vision frank hass to watch again so

Extras. Audio commentary, behind-thescenes documentary Verdict: A little old-fashioned but still

Konami has carved a reputation for Paell' as one of the worker fercade serve publishers of recent times. Most difficult, serve maint arms, siver the same of might argue, given the slow of uninepined driving, shooting an righting titles put out by the usual suspects this year, fitted against these has been Konem army of musical offerings, with ments particularly mem particularly

THE PERSON

woo the lint Plot - violence Funch Manie challenges players to don a pair of elow and his randomly effects pads in sende. Timing rath hen power; is all-important, ince the padé must be struc riminate funt. The task of our hard. Kenshiro who has to vanquish a vari-of foes as he progresses to the game's six stages

The parrative introduction t accompany each be ticularly entertaining from ancient China to are apocalyptic Zhit century ravaget by rescient war, And their posturing of Kunshiro opponents is first-rate, matched gets to make with constitution

Throughout it all, Kenshi nds firm, despite the goading

printive. That said, the action is absorbing, and it certainly main for an appealing spectator sport honour, it's ultimasses to smack a series of pacifical hard and as quickly a possible but where's the harm in

Guy Woodward

SIR ALEX FERGUSON

PLAYSTATION GAMERS GET A MANAGERIAL MASTERCLASS FROM THE WORLD'S MOST SUCCESSFUL CLUB COACH

Words Lee Hall Pictures John Shard

adding down the spiral staircase of Manchester United's Carrington training ground comes the most successful British manager of the modern era. Dressed head to toe in the diamonds of club sponsor Umbro he takes a seat, showing-off his logoladen flip-flops.

Sir Alex Ferguson, a man whose steety leadership has brought countless trophies to Old Trafford, takes a seat and. to make sure we know he's not out of his league with OPM gestures to an attending press officer "My son Jason here is very into videogames - he plays every night" As the questions come Ferguson jun or occas onally leans over to whisper a word of instruction in the old mans ear

Thus boistered the Man Utd manager - who has put his name to this year's instalment of 3D0's excellent Player Manager series - settles down to tell OPM how to be the man in charge. Ferguson has 25 years of managerial experience under his belt and believes he has much advice to offer budding PlayStat on managers "Everyone thinks they diske to be a manager particularly players. This is their chance..."

Before he aunches into his managerial masterclass he notes

the irony of Gianfuca Viallis situation, a man who signed a PC game deal just weeks before his unexpected sacking as Chelsea manager it epitomises. he tells us, the unpredictability of management, "In the space of a few days he went from being a great manager to a bad manager" he squawks, eves w dening with incredulity

For Ferguson, the art of management is less mysterious than it seems, and closely resembles its videogame ncarnation. "You can certainly recreate a real life situation in the game," he says, "Say you're ooking for a wide right player There's really six or seven things you're looking for - attitude character, ability speed and stamina, for example. The game embraces all of those

The stat stical breakdown of performances and the strengths of other teams in the game is similar to our system. of monitoring the opposition and a crucial too for success on the field," he explains, 'We assess a team over three games In Europe we watch every game we possibly can You have a doss er of information Something you should recreate when playing the game too if you want to be serious." Preparation is crucial he says. warming to his theme but you must be adept at analysing the



Fergy snubs Toon, so it's up to you to save them



"If I chose a player to build a team around I'd look at Edgar Davids"

mpact of formations on your style of play

This research culture is fundamenta to the modern garne, he says, and nowhere is it more important than when you are signing players. "We know a lot about them before they sign and took into things such as their background, injury history and their basic character, but you never know how a player reacts to joining a big club like Manchester United," Ferguson has recently looked to Europe in his quest for top talent, and is clearly an aficionado of the European game For Manchester United, the Champions League is their prime focus, so Fergusons preoccupation with the continent comes as no surprise

It is European-based managers that he respects most too, sing, ng out those who have "broken the rules of

management" as the men gamers should aspire to emulate. He admires Italian coach Marcello Lippi - recently sacked by Inter Milan - for "changing the concept of the Italian mentality" Indeed Lippi ntroduced a policy of playing three up front at Juventus and proceeded to win the European Cup. Who else does Ferguson - often associated with a rigid work ethic - rate highly? "Louis Van Gaa. [the new Holland manager] is a great coach," he purrs. Van Gaal's sides are always strong counter-attacking teams, is Ferguson's recognition of Van Gaal and his use of pacey flair players such as Ryan Giggs, an indication that this is a tactic gamers should embrace? His smile says, "Well, it works for us.

According to the man himself the techniques you need to win tit es in Player

Manager 2001 are much the same as he applies in real ife "If I chose a player in the game to build a team around I'd look at Davids. Hes got an appetite to play, presence in big game situations confidence in himself. He isn't fazed by anything and he's a fighter Things like that can spread n a team

However any foor can pick a European dream team, the game's most ardent time-keeper explains, its getting the blend to form a good combination that counts. A conglomerate of stars often makes for disquiet in the camp and in Player Manager 2001 you are made aware of the mood of the players, who will whinge, for example, if your training regimes lack variety. How much mot vation comes from the players, and how much must the coaching staff and manager



Sir Alex Ferguson

"The problem is when you get players that won't, or can't, be lead"

impose? it depends on the playe fergulon begans some are on 1 with a inherent ries to to win other prepare themselves well some don't rain the high standards of Juliers Cicar y Jich players have existed within the Malichester un fechiet up though not for one we suspect. The protiem is when you get played that won't or can't be lead These players have a , coten. Presumably tier fir. procent at Mallotd , fritis and le cub

What of the players who do make it into the use up? More from that not his side is rating at half time so Sir Alexical 1 times used for supping a cup of teal with his players at for he? He adopts a

patriarchal tone to explain.
"There, a ways a par in every football hatch even if it, been a great lirst laif where you an say to the players watch out for the Half time sivery important Had he even ost his temper with a player. Several times the sinies no doubt conscious of his hard ned image iguallying his datement by suggesting its been a while

twiny thing when was a player it was the player, who ragged each then A manager it was to encourage the additional say a few words to them. The preparation of roaches is light year, ahead liow."

Suddenly the session is cut short with a rail for one last question OPM asks here son file would take the England job. "I'm retiring from football in two whats so idon't think so how about the falsewastie."

direttle from football so cantinue out.

Newcastle: How hard they raugh, so hard.

See page 52 for a full preview of Alex.

Feguson's Player.

Manager 2001

job would that rempt him out of retirement? said



Opinionated players are

crucial members of your squad, according to Ferguson. Use them to shake things up in the dressing room and instill passion in the ranks







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DRAGONS, MUPPETS, BOND AND THE JUNGLE JIVE - YOU'LL FIND 'EM ALL ON DISC 65





Catherine Channon

Comments, giveries and blether to ostherine.channon@futurenet.co.uk r fex us in 01225 732291 Sorry we are inable to answer your grienies civer the phone

he festive season approaches and new titles are flowing in thick and fast just look at the line-up on this months disc for proof. Crash and Spyro are making their annual. appearance, alongside Jungle Book Groove Porty and

This is Football 2. There's the long-overdue Prince Naseem Boxing and the chance for car-to-car contact in TOCA World Touring Cars Finally, don't miss the rolling demos: The World is Not Enough, Mat. Hoffman's Pro BMX, Muppet Monster Adventure... the list goes on.

Catherine Channon

TO USE DISC 65

Load the disc and scroll through the game choices using ← and →. Press ⊗ to select the demo you want. At the end of some of the demos you will need to reset your console



IN PRINCIPALISATE B GENRE 3D platfore adventure FROGRAM Playable demo

he little purple fire-breather is back. A bunch of dragon eggs have gone missing and it's up to you, playing the part of our hero, to get them back. The demo offers three ievels. Skate Park, Molten Crater and Seashell Shore. Defeat the enemies using your flame or charge attack, pick up the gems, talk to everybody, and complete the tasks to collect the eggs. Following you around is Sparx The Dragonfly - he represents your health (boost your health by eating butterflies. and other small creatures).

■ Controls

↑↓←→ Move left/right/forward/back Flame attack/spit object

0 Charge/ram attack

88 Headbash 8 Jump

Glide (A) (S) (A) Glide, hover and land

As Sgt Byrd:

Dive underwater **(** Paddle underwater

↑/↓ To jump on and move on ladders

Additional features

You'll be able to enjoy various mini-games, and play the part of other animals.

Further Information

To find out why Spyro is one of PlayStation's star performers, check out our review on page 114





DISCCONTENTS







Crash, bang, wallop, what a picture. The latest *Crash* instalment is more bizarra than ever. Pick up your pad to find out more

Crash Bash

DEVELOPER		SCEE
D LINE	Party	9888
E PROGRAM	Playable	demo

esigned to be a full-on multiplayer fest, Crash Bash is a huge melting pot of a title, amalgamating just about every gaming genre you could possibly think of Our demo gives you the opportunity to try out the Polar Panic and Pogo Painter in both Adventure Mode and Battle Mode In Adventure Mode complete the Crystal Challenge and you'll get through to Pogo A Gogo if you finish all the other eve s available

■ Controls

↑↓←→ Move left/r ght/forward/back



Attack other players Pick up/throw crates Pause game

Additional features

The full game includes a multiplayer Battle Mode, a single or two-player Adventure Mode (which takes you through 22 arenas and four bosses). Plus jousting, pogo, air hockey, a tank game, crate tossing, and racing mini-games - to name but a few

■ Further Information

Ruffle further through the band-coots fur in this month's preview on page 46, and keep an eye out for the review in next month's OPM.





Jungle Book Groove Party

PUBLISHER E GENRE

PROGRAM

Danting mome Playable desc

verybody's favour te man-child is making his way to the PlayStation with something of a swagger and a swing in his step

A combination of Konam's Beatmania and SCEE's PaRappa The Rapper, the game revolves around a very simple premise: keep to the beat and repeat the button presses as they scroll down the screen in the demo you can choose to play on your own or with a mate in Story or Vs. Mode - there's a choice of difficulty,

from Easy to Crazy. Unless you have the manual dexterity of a concert planist. you might want to start with easy.

■ Controls

On screen

Additional features

The full game features all your favourite Jungle Book characters, including King Louie, Shere Khan and Baloo

Further Information

Bump and grind your way over to page 126 of this issue where Jungle Book Groove Party gets reviewed



This Is Football 2

IN PUBLISHER	SCEE
M GENRE	Football sim
III PROGRAM	Playable deso

eve managed to get hold of a teaser demo from the second instalment in SCEE's football series. Screw In your studs and prepare to play as either England or Brazil on your own or with a mate, it's a game of two halves, so it's probably best to play both of them.

↑↓ ← → Move player

Shoot (tap for low shot, hold for high shot)

Vo ey header

Overhead shot/short pass

808 One-two

Give and go (press once and hold - the receiving player will execute a return pass when 🕲 is released)

Long pass **(A)**

Sprint (repeated tap) Knock ahead

em. Spin feint

Shirning with knock ahead Œ.

em Special Mode

Shimmy with close control

Additional features

The complete game features full match commentary as well as a massive range of cup and league competitions from around the world

Further Information

Kick about with This is Football 2 in this month's review on page 110





It's only a two-minute quick match,

Prince Naseem Boxing

W PUBLISHER

III. GENRE Boxing Sia

Playable deso PROGRAM

roof positive of Naz's arrival on PlayStation is this playable demoin which you can choose to fight as Naz or Slick Daddy in a three-round,

single or two-player fight. Seconds away mund one...

■ Controls

↑ ↓ ← → Move boxer

Dodge eft right

Hook

Uppercut

Cross

Addrtional features

The full game features 16 international boxers, in 16 global locations.

Further information

To First Cul more Ibani Forma Magazzani Boxing go a few rounds with this months review on page 130



The Vs Mode is the only one available in the demo, but the finished game offers a lot more options, including a World Mode where you can select one of 9D boxers to train and mould into a fighting animal

TOCA World Touring Cars

PUBLISHER	Codenasters
M GENRE	Relly sin
PROGRAM	Playable deed

ou may think there's something strangely fam ar about this demo and rightly so. It first appeared on the OPM62 cover disc but without its Time Trial Mode So, to make sure that no one has missed out, here's the demoin its entirety. It includes both the Free Race at Hockenheim and the elusive Time Trial on the Catalunya circuit.

Controls

(or right Analog)

8 0

(4)

-

12

for eft Analog,

Accelerate

Brake

Handbrake Change camera Rear view

Change gear up Damage detector Change down gear

Pause Steer car

Additional features

As you'd expect, the TOCA licence brings with it authentic liveries, driver names, and competition rules

Further information

Prepare for non-stop racing excitement in OPM's full review of TOCA WTC --







Hockenheim hosts the Free Race, and the Time Tripl is set on the Cetalunya circuit





Muppet Monster Adventure

PUBLISHER	SCEE
M GENRE	Platformer
PROGRAM	Ralling desa

here seems to have been something of a Muppet revival of late, this being the second game to feature Henson's cutesy characters in as many months. It would seem that SCEE is certainly making the most of its licence...

Muppet Monster Adventure casts you as Robin, Kermit The Frog's cute nephew. as he attempts to save his uncle and the other Muppets who have been transformed into monster versions of

themselves - Kermit is a Frankenstein's Monster Gonzo s Count Gonzoia, Fozz e is a Bearwolf, Miss Piggy s the Bride Of Frankenstein.

Starting with a number of special powers (gliding, climbing, and putting). you must make your way around the Spyro-esque, fairy-tale environment En-route you'l, encounter numerous familiar faces from the TV show, including Gonzo, Fozzie and Beeker

Our rolling demo gives you a sneaky peek at all of this and some of the other levels and challenges you'll face in the complete game.

OPM'S REGULAR LOOK AT FOOTAGE OF TOMORROW'S GAMES







The frog chorus. Cute little Robin is out to seve uncle Karmit and the rost of the muppets, even Miss Piggy

Koudelka

В	PUBLISHER	Infograces
	GENRE	RPG
ш	PROGRAM	Rolling does

rom the same development team that worked on the Finar Fantasy series comes Koudelka. A gothic horror RPG, its spooky storylines and scary setting are distinctly reminiscent of Sitent Hill

The game follows the adventures of Koude ka Lasant a young psychic banished from her home town by

misunderstanding locals. She finds herself being led to a monastery in Wales by the voice of a ghost. There she encounters all kinds of calamities that incorporate, puzzle-solving, strategy and turn-based battle elements. While tighting, you're given control of either Koudelka or one of the other two characters that are accompanying her on her quest, so you'll have to use your head too

A kind of cross between Final Fantasy and Resident Evil Koudelkos sure to draw you in and terrify you once you're there.



The World Is Not Enough

PLINLISHER GENRE First person shoot 'es up

ha ha ha. We meet again, Mr Band. As the second Band game to be released from EA Headquarters, OPM had been hoping for something very different, something with an edge something better And by the ook of things so far were not going to be disappointed.

Developer Black Ops was given more time and greater freedom in the creation of this title, resulting in a game far more worthy of its licence

The change from third to first-person perspective brings your dreams a little closer to reality as you begin to feel that you really are James Bond, Just don't try any of the lines in real life, and remember you're only licensed to kill

This is a real teaser of a demo so f you want to find out more about the game be sure to keep an eye out for more information in future issues of the magazine. Maybe even next issue





Bondage. Ol' smoothy returns to the little gray box promising much more that the very poor Tomarraw Never Dies. Have a took for yourself with our exclusive

Monster Rancher

W PUBLISHER

SCEE

B GENRE

Monster collecting game

M PROGRAM

Rolling deep

M onsi

onster Rancher is a mix of Tamagotch Pokemon and Barcode Battlers. That may sound

Monater Rancher is a rather unusual game in the same way that you start vib Ribbon you Lact up. Monater Rancher take it out and out in the music CD of

your choice. Select a track, and you'll be presented with a musically generated monster created from the bowels of your CD collection. There are over 400 basic varieties available each with different attributes roull need to find the best track to generate the most suitable monster for the fighting that ensues. Onle you've selected your beast you can train and love him as your very own Our roung demoleculars some of the developer's favourites creations.



This is what Hatening to Westlife can do to you - you've been warned

HOW TO USE DUR DOWNLOAD CHEAT Stick on official Nemory Cerd in your PlayStation and pape is the down. Salect Journload from the main James Wasters on the through the saves mains of separation through the saves of saves through the saves cheets the value officiant of same assets the value officiant of same assets

PM's Download – dear to all cheatin' hearts. Just copy the sneakiness on to your Memory Card and away you go...

Silent Hill

The games been completed once so you'll now be able to piay in Next Fear Mode now are in the hospital and have the Katana.

Kurushi

You get one extra character to play with — Cherry

Wip3out

The complete game with all tournaments, trails classes and ships

Mat Hoffman's Pro BMX

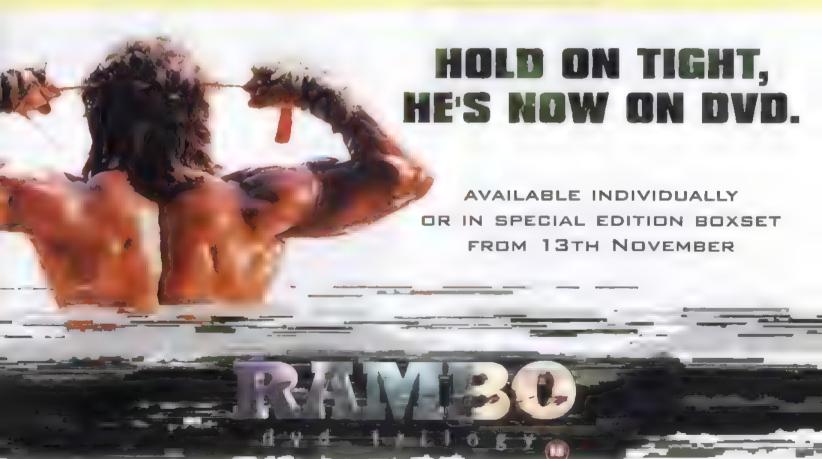
■ PUBLISHER Activision
■ GENRE BHX Sia
■ PROGRAM Rolling dead

ne of extreme sports best-known tars. Mat nofth ar is ending his name to the latest all dison to.

Activisions fast expanding extreme sports, range in a similar vein to the *Tony Hawk's*.

games. Pro BMX remains true to the sport while giving you the opportunity to purioff numerous grany tricks without the obvious dangers involved. This demoerables you to heck out some of the stunt and ever Mat Hottman will fer and just Inbline in anticipation of the full game and next months to yiplayable demotoo

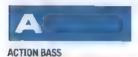








592 OR SO VIDEOGAME REVIEWS SQUASHED INTO SIX HANDY PAGES. THE **OPM DATABASE - DON'T** BUY A GAME WITHOUT IT ...



Take 2 - OPM64 2/10 Fishing garme

ACTION MAN MISSION XTREME Hasbro - DPM54 6/10 Adventure/shoot

ACTUA GOLF Greenin Of 649 B-10 Golf and

ACTUA GOLF 2 Grenillo - OPM22 - 7/20 - Golf vin

ACTUA GOLF 3 comm OPM46 6/10 Golf am

ACTUA ICE HOCKEY

ACTUA ICE HOCKEY 2 Greinlin OPM45 6/10 Ice hockey air

O ACTUA SOCCER

O ACTUA SOCCER 2 Gremiin - OPM27 9/10 Footbal sim
A hard game to master but so among the -

ACTUA SOCCER 3 Greenin OPM40 6/10 Footbale sint s of lawney where of an appro-

ACTUA SOCCER CLUB EDITION

ADIDAS POWER SOCCER Psygnosis OPM6 8/10 - Football clin

ADIDAS POWER SOCCER 2

ADIDAS POWER SOCCER INT Psygnosis - OPM18 6/10 Football sim

AGILE WARRIOR Virgin OPM3 6/10 - Air combat stin

SCEE OPMI 6/10 Air combat sur-Frashy Name in me many a no many more

AIRONAUTS Res Star OPM48 4/10 Shaot em up AIR RACE

THO OPM26 7/10 Rak negatight sur

AIV EVOLUTION GLOBAL

Acclaim - OPM9 7/10 - Strategy Snappny sted Sim-Sity crone. Open and hallerging, but keek in places.

AKUJITHE HEARTLESS Eidos OPM42 - B/10 3D adventum No-nonsense adventure with an atorac

ALIEN RESURRECTION Fox Interactive OPM62 8/20 - Shoot 'em-up for a more over our contract to make the most one of the more of some of the more of

Acciaim - OPM5 - 8/20 - Shoot 'em up Pant-wettingly scary. Doom close with an emphasis

ALL STAR TENNIS Uni Soft - OPM40 - 7/0 Tennis sim Excertaining and inventive side of renals action, but not recommended for the rone player

ALL STAR TENNIS 2000 Jbi Soft OPM61 - 6/10 - Tennis sim

ALONE IN THE DARK nfogrames - OPM2 - 8/10 - 30 action/adventure

O ALUNDRA Psygnosis - OPM32 - 9/10 - RPG coend Of Zelda for the PlayStation and not

OF DISCORDING S Activision OPM62 7/10 - Adventure and you'll find a game of many deligits.

ANNA KOURNIKOVA'S SMASH COURTTENNIS SCEE OPM46 BTO Tennis sum

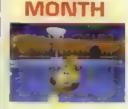
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O APE ESCAPE SCEE OPANT 970 3D platformer

PLATINUM



Tay Story 2 Activision DPN64 7/10 Game type Platfore puzzler

Burt is the star of the show, and you're in

APOCALYPSE

Activision - OPM41 - 8/10 - Shoot 'em up Messy in praces, armaying and frustrating, but will keep blaster failance armused for some time

AQUANAUT'S HOLIDAY, THE E OPM9 - 4/10 - Scuba sing underwater-experience title

SCEE - OPM35 - 8/10 Mech shoot em up

3D0 OPM53 6/10 Adventure/shoot ferri up

ASSAULT Telsian OPM3? 6/10 3D shoot ever up

floationes OPM46 3/10 Politoriustrategy

ASTEROIDS

ATARI COLLECTION 2, THE

AZURE DREAMS Kondril OPM37 - 2/10 - RPG ntriguing but quirky RPG If it appears to y-

BALLISTIC THO - OPM62 - 6/10 - Puzzler

BARBIE RACE & RIDE it gift sales pringle

BASEBALL 2000 Interprity OPANSS 5/10 Baseball sun

RUBUS & RAMTAU Account OPM35 6/10 Arcaderadventure Thank or may alread form the account of the control of the c

BATTLE ARENA TOSHINDEN SCEE - OPMI - BIO - Beat em up

BATTLE ARENA TOSHINDEN 2 SCEE OPM7 - 7/10 - Beat fem up Disappointingly similar sequel which adds little but extra graphical finesse.

BATTLE ARENA TOSHINDEN 3 SCEE - OPM24 7/10 Beat 'em up
to great, refer in prodermou s i

BATTLETANX: GLOBAL ASSAULT 300 OPM59 - 7/10 - Tank-based shooter

ing rage at residus are at En

BEATMANIA Konami OPM56 6/10 - DJ sim Wawhabe Norman Looks might be **BIO FREAKS**

GTI OPM37 7/10 - Start ferri ap Provides plenty of hearty laughter an and blood-stained

BISHI BASHI SPECIAL a d Barty same

ILACK DWWN EA OPMI3 8/10 - Air combat sim

BLAM! MACHINEHEAD EA - OPM31 8/10 Shoot 'em un

BLAST CHAMBER Activision OPM23 7/10 - Puzzi provative and mentally challenging

BLASTER MASTER BLASTING Sunsoft OPM62 3/10 - Space shoot 'em up

BLAST RADIUS Poyunuse JPA 15 8/10 3D Jepon em up Dioroughly enjoyable arcade-style shopt rem up.

BLOOD OMEN: LEGACY OF KAIN

BLOODLINES SCEE - OPM45 7/10 Future sports

HYPER BEAST DUEL

BLOODY ROAR 2: BRINGER OF THE NEW AGE

GTI - OPM40 - B/10 Shoot em up collectes a way align to the and in open

BOMBERMAN Virgin OPM47 - 7/10 - Arcade game What's dut for one player in delicious for five

BOMBERMAN WORLD SCEE - OPM34 - 6/10 - Arcade part Adean e, but with irritating control toibles. Good

BRAHMA FORCE JVC OPM30 7/10 First-person shoot em a N-Adá returns, but despire some clever features (this or or or or or or

DREATH OF FIRE ID virgin OPM35 B/10 RPG prest fun Japanese RPG

BREAN LARA CRICKET Codemasters OPM39 8/10 Cricket sim Emphysible to play and well executed cricket sim

O BROKEN SWORD SCEE OPAVII 9/10 - Graphic adventure
4 brown is shield epic awash with atmosphere

O BROKEN SWORD JI THE SMOKING MIRROR SCEE OPMAZ? 9/10 - Graphic odventure

BRUNSWICK CIRCUIT PRO BOWLING 2

14Q - QPM59 - 3/10 - Bowling sim Some thing are

NUMBER WORLD Virgin OPM20 8/10 - Platformer

Granita - OPM38 6/10 - Comic races

and or the m

BUG'S LIFE, A SCEE OPM43 5/10 - 3D adventure

BUSHIOD HEADE SCES ~ GPM29 8/10 - Beat 'em up 601 for the squeamish, but a welcome revamp of a dead-end genre. Don't wait for Teichen 2; get it.

BUST A GROOVE SCEE - OPMS8 - 8/10 - Dancing sim Almost arousing to watch, though occasionally

O BUST A MOVE 2 Acciaim - OPMB - 9/10 - Puzzie game Simple, vet infuriationale addictive Tatria-style

O BUST A MOVE 3 Also are CPA132 9/10 - Puzzle game

BUST A MOVE 4

Accente OPASAO 8:10 Page acome p or a second of the second of



CAESAR'S PALACE Interplay - OPM55 3/10 Casino skin Mor: player amusement, but only if you're despersion

GARMAGEEDUN SC OPARS4 3(1) Driving games as a second of the second of

CARNAGE HEART SCEE - OPM20 8/10 Combal/straingy

CASTLEVANIA: SYMPHONY OF THE NIGHT SCEE OPM26 - 7/10 - Platform adventure Prayable and vast, but jacks sparke

CASTROL HONDA SUPERBIKE RACING

THO = OPM49 6/10 - Motorbike game Too difficult for a passing fancy, but if you love blikes this might be what you've been tooking for

CASTROL HONDA VTR Midds - OPM64 - 6/10 Billie racer A poor show for a licence that means a lot morblisher is glylng it credit for

CHAMPIONSHIP MOTOCROSS THQ OPM52 7/10 - Motorbike game of the har there are an electrical are the permitted and the permitted are the permi

CHASE THE EXPRESS SCEE - OPM63 4/10 Adventure

CHESSMASTER 2 Mindscape OPM48 B/LD - Chess sim
If you want to play, this is a good stall 4 or



O CIRCUIT BREAKERS

Mindscape OPM33 9/10 Racing traine Addictive clever and considered top-down racing Best with four players

O CIVILIZATION II

Activision DPM45 9/10 Strategy stom, and at leves away and out the redibly

O COLIN MCRAE RALLY

Codemasters OPM35 9/30 Rackin with Publish the boundaries of the or road racer to somewhere near Graft Funding

O COLIN MCRAE RALLY 2.0

Codemasters OPM57 9/10 Racing sim-

COLONY WARS

Physicis 0PM26 7/30 - 30 space combat Minning and well designed. I you're prepared to stake the office.

COLONY WARS: RED SUN

O COLONY WARS - VENGEANCE

Psycholic OPM39 900 30 space combat. The best space combat game on the PlayStation transmigning and lompe may.

O COMMAND & CONQUER

Virgin OPMIS 9(10 Military strategy Brillians unsersage of the god-sike PC original Make 9(4) rigit store

O COMMAND & CONQUER RED AL ERT

Virgin OPM28 9/20 Real-time was garrier A mammonth panie A

COMMAND & CONQUER RED ALERT RETALIATION

Yinge OPM37 7/20 Red-little war game. Red Aire! (an will lab it up but anyone looking for comething new will be desappointed.

CONSTRUCTOR

Acclaim OPM40 8/10 Management sim
A fine game but you'r need a mouse to get the

COOL BOARDERS 2

SCEE OPAGE BITO - Snowboarding sim Detailed sports skir supercool arcade (some as stiffnment par as where r

COOL BOARDERS 3

SCEE OPIMO BIO Secretoarding sensing in superior rather than subtime A little more thought and care outd have made this intrope patite.

COOL BOARDERS 4

SCEE OPM56 Trio Snowboarding on White I impresses with the problem it is one or gamentar

O CRASH BANDICOOT

CRASH BANDICOUT 2

SCEE OPM27 8/10 10 platform game Less poinful than the origins shough essent at y more of the same Shi pretty and great has

O CRASH BANDICOUT 3

SCEE - OPAMO 9/10 - 30 platform gate feesived and updated in as the cloth areas

O CRASH TEAM RACING

Packed with powerslides, top weapons and rols of modes. This is pure parting bries.

CRICKET 2000

EA OPMS7 4/10 Cricket sim
united overs cricket in a very imited game that
test over solick ellough

CRITICAL DEPTH

CTI OPM29 7/10 Shoot em up A decent erlough all acción latimi

CRITICOM

Virgin OPMS 7/30 Beat em up A chairenging combat game that only reveals its dentity over one

EA DPM25 7/10 30 platformer
A children's Forab Raider with superb graphics and
excellent presentation

For - OPM46 8/10 3D platformer British brigger prefities and frostrating enough to beed the alphing proofs (

EDUCATION NO SEMONSE.

EA OPANS 7/10 Arcade adventure the tricky controls and raw graphics con hassenging game

CRYPT KILLER

DARKLIGHT CONFLICT

EA OPM22 8/10 Space shoot fem up satisfying 3D shoot em up with a ned to Eilfer and back of parneplay

DARKSTALKERS

Virgin OPM12 7/10 20 beat em up A sound game tust should have been releat before the superior SF Aiphi.

DARKSTALKERS 3

Virgin OPM45 6/10 Beat 'em up With appear to the handcare right tall Some will find its fambastical nature too strong, hough

DAVE MIRRA FREESTYLE BMX

Accinim OPA664 8/30 Bile sim
There's plenty of fur to be had here Among the
restre extreme sports offerings.

DEAD DALL ZONE

not an world as the 16-bit classic Specifican

DEAD OR ALIVE SCEE OPMS4 8/10 30 beak am up yots of potlish and gamepiay 5/bit secondary to I wasan if and Sout Broth hough

DEATHTRAP DUNGEON

Eidos OPMIJ 8/10 30 adventure Harilly a Tunio Rander beater but a solid and well designed 30 rong

DEFCON 5 SCEE OPMJ 8/20 3D action/strategy Tense almospheric strategy restred shooter Doors

DEMOLITION RACER

Intogramms OPMS4 77.0 Racing game of silvet guine to set the world alignt but the carregular is strong and there's plenty of options

DESCENT 2 Interplay OPM21 7/20 3D biaster he improvement sequel but one which authors in simplement to more contemporary rivers.

DESTRUCTION DERBY

Psycholic OPMS TAD Racing gartle (initializing rash and-imash racer let down by a few key faults.

O DESTRUCTION DERBY 2

Psygnost OPMIJ - 910 - Racing game A total visual and gameptay overhauf of the legioni little Selluant stuff

DESTRUCTION DERBY RAW

SCEE OPM60 8/10 - Racing game
11 training 29 different cars, upgrades for stair
reisting motor and lethal raws nown Berlians

SCEE OPM41 7/10 Pazzle some 011 killer puzzle garre that intropris and frustrates

DIE HARD TRILOGY EA - OPMIO BIO Arcade adventure. Three good games for the price of one unitary in praces, but excellent value.

DIE HARD TRILOGY 2

Fox OPMS8 6/10 Arcade adventure an entertaining blend of game styles

Virgin OPM51 8/10 - Survival horror Not quite as atmospheric as its undead ounterpacts, but just as addictive

DINO CRISIS 2

Virgin OPM63 8/10 - Survival horror
A brave move into act-de-oriented sentory. The
que-based action makes for a field-paced game.

DISCWORLD 2: MISSING PRESUMED ...?

Psygnosis OPM28 7/10 - Graphic adventure if you're a Pratchett fan buy it now. I not don't

DISCWORLD NOTE

GTi OPM54 B/10 Graphic adventure. The upper tier of PrayStation adventuring

BEAT 'EM UP OF THE MONTH



DISNEY WORLD MAGICAL RACING TOUR

Eldos OPM61 6/10 Kurting game Sonie entertaining tracks but a few design problems leave long-term value in dovot

File Property OPMID BIO 3D shoot em op atuning scenery and imprestive level design is senior alternative to Doom.

GTI OPM2 9/10 30 shoot em up THE - main 3D braster brought with sproky

DRAGON VALOUR

SCEE OPM6 4-1. RPG - acis both a modern graphics engine and decent

GT) GP444 9/10 Driving game constraint to their states to their satisfying to play this is high on perfect.

O DRIVER 2

GT? DPM64 10/10 Driving game wrear plot, fevocious action, beaut fully matched broad and mostic eye-subbing visuals stouchly entertaining two-player outlon. Dazz ind

DUKE NUKEM

GT DPM28 8/10 - 30 adventure super-volent super-offenive first person shoots An essensial wildition to your callection

O DUKE NUKEM-ATIME TO KILL

GTI OPM38 9/10 30 adventure Jelhers & he classic videogame goodles in one



EAGLE ONE HARRIER ATTACK

Infogrames OPM56 8/10 Flight stm
A top-notch flight stm with arcade sivile
sensibilities Brings at the gameplay thrills of
PC flight stm to the PlayStation

ECW ANARCHY RULZ

Acclaim - OPM64 6/10 Wrestling sim
A road of brand-new options poorly balted to a

ESPN GREAT OUTDOOR GAMES

Konami OPM64 4/10 Fishing sum It's bad, albeit cetter than other fishing games we

ETERNAL EYES Sunsoft OPM61 S/10 - RPG A predictable and clicitett story line makes that RPG with a-hunt of Pokenion a bit early

EA OPM39 8/10 Footbal sim Another update another incence frency, but if s self-sourous post-pub entertainment

EUROPEAN PGA GOLF

nlogrames OPM53 7/ID Golf sin Lacks the looks and approachability of Everybudy's Golf but you can still have a good time

O EVERYBODY'S GOLF

SCEE OPM34 910 Arcade golf game Cute well packaged and highly desirable. A superb little game.

O EVERYBODY'S GOLF 2

SCEE - OPM59 9/10 Arcade golf game
A must have for serious fams of the sport, miniguiters teaders of religious cults and footie fams

This OPM47 6/10 Fighting game More responsive controls and factical moves could have made it a winner.

EVO'S SPACE ADVENTURES

Take 2 - OPM63 6/10 30 platformer Great idea unfortunately ht/fled by reck of

EXHUMED

BMC OPM18 B/10 30 shoot 'ent up halfelying, Egyptrail themed shooter with nice



EA OPASS 8/10 Racing sim The PrayStation's most possibled a Formula Disc simulation to date

F1 CHAMPIONSHIP SEASON 2000

EA OPMAS 8/10 - Racing sim
A good F1 game but there's almost nothing here
for thine with already have F1 2001

FI RACING CHAMPIONSHIP

Uh Soft OPM59 1/10 - Racing sim
A playable game spoiled by sipppy presentation and a rack of commentary and collision demand

Edds OPM47 - 700 - Football management th bad but holding at the same time Basically a jump strictly for rear footbal fans. FA PREMIER LEAGUE

FOOTBALL MANAGER 2000 EA OPM52 6/10 Footbal Islandement Looks modern but Inclin depth and Presse

Eidos OPM57 8/10 30 adventure what should have been an unsurpresed casts to synstrang by poor game basis my

FIFA '98: ROAD TO WORLD CUP EA OPM28 8/30 Football LIM Better than previous veryions Supreme (navability and smert graphus make this a bit

EA OPM40 9/10 Football simil One of the most instinctive control systems to date

FTFA 2000 EA OPINS 7/10 Football similar to time FIFA evolved into a more balanced agree with fewer incomission res

FIGHTING FORCE 2

Eidos OPM54 6/10 Shool 'em up
A shaupy title trying to be something It's not

O FINAL DOOM GT OPMI3 9/10 30 shoot em up 50 scary new fevels and some visual impro-

O FINAL FANTASY VII

O FINAL FANTASY VIJI

SCEE OPM26 10/10 RPG
A new standard of excellence for the PlayStanon

SCEE DPM51 10/10 - RPG The most impressive and emmersive instalm

FLINTSONES BEDROCK BOWLING Ubi Soft OPM64 1/10 Bowling sim Rarely has a game combined gamephay this lifeties with loose that are so otherwise.

FISHERMAN'S BAIT 2: BIG OL'BASS Konami OPM59 7/10 Fishing sum

With its widely animated JD fish, it's edge of your

SCEE - OPM36 7/30 Music creation Religiong, post-coab fare and otherworld experience offering world peace and harmony

DEC 2000 OFFICIAL UK PLAYSTATION MAGAZINE

FOOTBALL MANAGER 2001

EA OPM63 6/10 Footbal management Not the best management stm on Play5 ation but does bird at the percent future

O FORMULA 1

Psychosis OPMII - 9/10 Racing sim
A realistic and innersely prayable racer is switten.

O FORMULA 1 '97 Psygnosis OPM24 9/10 Racing sim Superior in almost every regard to the 1996 reginal A moloragor, landmark

FORMULA 1 '98

Physician OPM30 7/10 Racking om to a definitely no optime han E3 707 in tact of not even any batter than the original

FORMULA 1 '99

SCEE OPMS2 8/10 - Racing skin super6 handling and rooks good too line series is back on track after hast year litefal in

SPECIAL EDITION Teister - OPM27 7/10 3D racer resp. little racor Works well as a sire and an arcade well-fisher experience

FORMULA ONE 2000

SCEE OPM64 8/10 Racing alm Necessaries the fee of an 6.1 specimental tracks,

FRONT MISSION 3

Square DPM61 6/10 Mech strateur One of the more playable's rategy garries of his

FUTURE COP: LAPO

EA OPM38 8/10 Shoot emup Surprisingly width for Shigle player and two share-Nudes are excelle-



Crace OPM60 7/10 30 advention.
A well-once attenut at adding suspense to the survival incide lighter but not great.

GAUNTLET LEGENDS Midway OPMS8 6/10 Action/administrary A potentially imposed update of an arcade cascostratis heavily flavorid by a rack of any real pot

GEKIDO: URBAN FIGHTERS Infogranses DPM60 - \$/10 Bent 'em up A mass of styles that door make a whote it proform and unweded to be any good.

GEX 3D: ENTER THE GECKO BMG OPM32 6/10 30 ptwformer Folisher: Feligibleser and entertaining tractions

SCEE OPMS8 6/20 Light use game. A usually knowledge and locking the act-of variety is all but anyone.

O G-POLICE Psychology 0PM25 9/10 Flight unvisionity intrinsite story line and some of 18 less dealighting and flying gameriay

G-POLICE: WEAPONS OF JUSTICE

SCEE OPMID BIO Space light himshould versable garrestlay and styles presentable male this an excellent request or andiocars gains

Lbi Son GPM56 0/10 RPG Maket up for interestability graphics with pure

GRAND THEFT AUTO BMG OPM28 B/10 - Criminal sem Graphics are unimpressive but it is playable addition and original never below.

GRAND THEFT AUTO:

LONDON 1969 Take 2 - 09/466 7/10 Cominal sim Does notfilling new and has less conteminal transcription from the most fairs of G7A wild like in

O GRAND THEFT AUTO 2

Rockstin Games OPM52 9/10 Criminal sun 50 good if should be inegal. I you're bid end agr to buy it, you're old emough us enjoy it sive.

GRANSTREAM SAGA

SCEE OPM43 6/10 RPG intriguing jet often frustraving Fail bolmun

► ○ GRAN TURISMO

SCEE OPM32 - 10/10 Racing sim
Takes every other PlayS attor racer and sends

O GRANTURISMO 2

SCEE OPMS5 2010 - Racing sum The perfect sequel to the perfect game Stangering work are backed up by an incredible game.

GRIND SESSION

SCEE OPM62 B/10 Skateboarding sim
Never in danger of setting the world alight, it runs
Forly Hawk's Liose, but doesn't have the magic.

GRUDGE WARRIORS

Take 2 OPM58 4/10 - Shoot em up There's just not enough here to occupy your time

Studio 3 DPM59 - 4/10 2D leat em ap An uply and Instrating fighter—the Chris Eubanik of the beat em up geare



HARDCORE 4X4

1984 Pestrulive courses

HARD EDGE

Sunsolt - 0PM46 5/20 3D arcade/adversure Has a door idea then loss of bod ones A weal ying kiddle graphics. Res. EVI

HEART OF DARKNESS

niogrames - OPM34 7/10 2D adventure Beaut ful and commatic, but with flavord gamepias

MELL NIGHT

Kunami - OPM55 6/20 Action/adversture Occasionally scales, but - ideally just inercy

HERC'S ADVENTURES

Virgin OPM26 7/10 - RPG/ptntform puzzler Entertaining introduction to the RPG (moughessent any a qualfornier with nutries

HOGS OF WAR

Inlegrances OPARO 6/10 Ptg om up Basscally it's Worne with pigs, but you'll be pushed to find a game that's this much fun

HYDRO THUNDER

Midway - DPM58 7/10 Racing yame A wonderful universitin of a very enjoyable arcade game Blough you'll need in be patient



IMPACT RACING

JVC - OPM9 5/10 Driving/shooting sin-Limited arcade sizes which excites int rating his

IN COLD BLOOD

SCEE - OPM60 770 30 advention Good plot nice ideas but sally Pained Pa actually more of a point and click advents.

INCREDIBLE HULK

Eldos - 0PM26 - 4/10 - Action/adventure Anger-inducing adventure/boat ero up crossover Bruce Banner should see

INTERNATIONAL TRACK & FIELD Kontinti OPMB 920 Sports stm Actuing Biogers aside, o bewalderlingly addition on

INTERNATIONAL TRACK & FIELD Y

Konami OPM55 7/10 Sports sim Only the snaphirs prove to be any real improvement on the origina:

Konami – DPM15 8/10 Football sim Dated graphics by to him a very playable game and showfully tail

Konami OPMI9 9/10 Football swith the onsistent yet immensely playable footie title Silv one of the finest available.

O ISS PRO '98

Konami - OPM36 9/10 Football sim Virtually unitvalled in its field. The best you

O ISS PRO EVOLUTION

Konami OPM55 9/10 - Footbal sim Breadylaking in every aspect. Effortiestly recreates the skill and lactual play of footbal

SPORTS SIM OF THE MONTH



JACKIE CHAN'S STUNTMASTER

JADE COCCON

realis along at a granded's pace but a addir or

Acristin OPM64 4/10 Motorhike re-cooks award plays where thely and dow Motochike racijixi

SCEE OPM30 8/10 Racing gains Great bikes and flights, fork if limightation but the course dyster Joseph match its ambition

JET RIDER 3

SCEE OPM56 3/10 Racing game Fast transic and laterly flawed

JIMMY WHITE'S 2: CUEBALL

Virgit 0PM59 - \$/10 Snooker sim
Uniforsunately, the spor- is too sign to be much
Tup on the PrayStateor

JOJO'S BIZARRE ADVENTURE

Virgin OPM58 6/30 20 beat emup For beat emup purists and Japanophiles

JONAH LOMU RUGBY

Codemasters OPM29 - 7/10 - Rugby sinv. Not as solid as the man himself bu chattenging ?

JOMPING FLASH

SCEE OPM3 8/10 Platformer Uriginal scale at the platform genre which



O KENSEL: SACRED FIST

Kohami - OPM41 - 9/10 Beat em up
Tekkeri 3 is sale, but this comes a close second

KILLER LOOP

Grave OPMS6 4/10 Racing game Nothing can save this from being, in every department inferior to Wip sout

KINGSLEY'S ADVENTURE

SCEE OPM51 6/10 Platformer A well-designed and charming adventure by or ned appear o hardcore gamers

KKND: KROSSFIRE

Infogrames OPM45 - 6/10 - Strategy/war game A half-hearted strategy game half wanders

KLONDA: DOOR TO PHANTOMILE

SCEE OPM32 7/10 Platformer Entertaining story and cutesy cutaways, builoid emers will white through it

KNOCKOUT KINGS 199

EA OPM41 8/10 - Boxing sim Excellent building sim giving you the harder to dance as Ar

KNOCKOUT KINGS 2000

EA OPM54 7/10 - Boxing sim The best boxing game around but given the

RUBBELKA

Integrantes OPM6,3 5/10 RPG/adventure. Als games facts of all-mosphere and gamental word fear you from Manual Means on Resi. A

CEE OPM34 8/10 Puzzle game krelibility crafted and original. Can be frustrating but then that it the point.

SCEE OPM24 8:10 Puzzle game E threa-flog memai workoot to slown only by a nice we prayer uption

O KURUSHI FINAL

SCEE OPM49 9/10 Puzzle game
I you rate gameptay over associates, this is
an essent all purchase There's also a decent
Two-Player Mode



O LANDMAKER

Eon OPM60 9(10 Puzzle yane kandmaker i hat rare thing, a game that makes you leet you're doing something , anstructive

LEGO RACERS

Lego Media - 0PM52 6/10 Kart racer Building the car is as much fun as the racing office inside this not a good chart

LEGO ROCK RAIDERS

Lego Media - OPMS6 - 6/10 - Strategy game. A rag-bag of claver ideas that rever really get. Not enough brain folder in satisfy hungry little minds.

LE MARIS 24 HODRS

ritogramms OPM54 7/10 - Racing sim One for the discerning racins who cares impressor racing than surface these and glassipus

LEMMINGS 3D

SCEE - OPMI BIO Puzzle game
The chase OMA puzzle game given a 5D facelin
for the 32-bit generation

LEMMINGS COMPILATION

Psygnosts - OPM39 - 7/30 Puzzle game
A classili hat retains its charm If you get hooken
you'l lust keep blaying

LIBEROGRANDE

SCEE OPM40 - 7/10 - Football sum Monotosious gameplay The choice for the purer of

LITTLE BIG ADVENTURE

EA OPM19 6/10 Arcade adventure Typicatly-world Gallic golngs-on, visually charming

LIVE WIRE

GTI OPM7 7/10 - Puzzle game Too many extra features humper the gameplay, but for none inters.

O LMA MANAGER

Codemasters OPM51 - 9/10 - Footie menagement Withou Goobs the best footbal management switten on the park Nothing else can rival 1 for atmosphery or attention to detail

Gremlin - OPMZ - 7/20 Shoot fem up Marvellows lighting effects and francic action, bir

LOST VIKINGS 2

Gremith OPM19 - 7/10 Platformer Old-fashioned, multi-character puzzler, 51-li prayotile



MACHINE HUNTER

Eidos OPM22 7/10 - Shoot eni up relaing Gauntlet crone which breaks there new

МАЛПЕН 197

The first little in the PlayStation Madden series and a great sim in its own eight

MADDEN '98

EA OPM26 BGO American lootball still At the time tile best American (ootbal game you'd and describe the graphs

MADDEN NEL '99

EA - OPM38 8/10 American football site (palate of the birth American rootball game quaranteed o appeal to anyone

O MADDEN NFL 2000

EA OPM53 9/10 American lootball sim Excellent update of the excellent idiadition series One of the best sports sim around

EA OPM64 9/10 American lootball sim Expertly must arcade action with sim-deep state

MARTIAN GOTHIC UNIFICATION

Take 2 - OPM64 3/10 collous de l'extre enosh

MARVEL SUPER HEROES

Virgin OPM28 8/10 20 beat fam up 2D beat am ups tive. At last a defent comic title

MARVEL SUPER HEROES VS STREET FIGHTER

Virgin - OPM46 5/10 2D beat on up P ayabinty, warkely and strategy have all been sacrificed on the alter of superhero worship

MARVEL VS CAPCOM

Virgin - GPM56 7/20 2D beld em up veterans will love its deptil but neveblos may have rouble persevering beyond the massive explosions.

MARY KING'S RIDING STAR

Mides - OPM55 - 4/10 Riding sim An over-sized, over-priced Temagotom

MAX POWER RACING

Merplay OPM27 8/10 Third-person blascer sterligent and fur braster wir just he occasional

O MECHWARRIOR 2

Activision OPMIS - 900 - Mech strategy supplies PC inversion white ups the action onto with unset effects

MEDAL OF HONOUR

EA OPN54 9/10 - Adventure/shoot fem up

orlical perapetitive objective based nilskipna
and cense (apt action make titls essent a

MEDIEVIL

SCEE OPM38 7/10 - 30 adventure There's an authoritot of imagination in this game to you'll get from sted at imps

SCEE OPMS8 8/10 3D adventure
A grade A platform adventure with a sense of their both rare and a pleasure of the part of

MEGAMAN LEGENDS When - OPM43 - 7/10 Action/RPG Combines 3D action, roll-pulying and lafts Will look those who give is becaller chambs a chamb

Virgin OPM43 7/10 2D shoot rem up likely to provide more charlenges than most

 METAL GEAR SOLID Konami - 0PM42 10/10 Sheak 'em up imputdownable while it vasts and inforgetti when als finished. The best game ever made

METAL GEAR SULTU SPECIAL MISSIONS Konauni OPMS1 - BAO Sheak 'ent up Lacking in ortginarry, but ' you're after more steat in you won't be disappointed

MICHAEL OWEN'S WLS '99

Eidos OPM41 B/10 Football sim puricate controls are marred by complex button combos but do persevere MICRO MACHINES V3

Codemasters - OPM18 - 9/10 - Racing garrie Cute, addictive diddy racing action with ong

O MICRO MANIACS

Codemasters OPM57 9/10 Racing game Your matts we come outfit armed with a Multi Tap and you'd riever rest again.

MILLENNIUM SOLDIER

Inlogrames OPM54 6/10 Street ent up.
The idea's great it just didn guite one agethr.

MISADVENTURES OF TRON BONNE, THE

Eidos OPM61 5/10 Action adventure Scores for stillness but lacks any red sides in

MISSION: IMPOSSIBLE

nlogrames OPM52 6/10 Adventure. The overall elfect is of a rushed game wish

Take Z OPM61 8/10 Arcade/puzzler Original fast, accessible and has great replay value. A lantasocially addictive game.

MONACO GRAND PRIX

ubi Saft OPM44 - 7/10 Racking win http://promising-haringing-amp poor presentation mean Mill never catch the race letter

MONKEY HERO

Take 2 - QPM41 - 7/10 - Arcode adventure Well judged brend of gaming styles that signst the

MONSTER RANCHER

SCEE OPMA4 8/10 Minical mointer could be be seen that the ingredients of a good matter training game. Weeks of CD billaging for

O MORTAL KOMBAT 3

GTI OPM2 - 9/10 - Beat fem up A fell conversion that may suffers in comparison o

MOTO RACER

MOTO RACER 2

OPM26 B/10 - Motorbice racer Gets the adrenoune pumping and seeps flowing

EA OPM39 7/10 Motorbike racer Let down by many niggles and amoyances, spool

MOTO RACER WORLD TOUR SCEE 0PM64 7/10 Motorbike racer A top Iwo-wheeled telester brought low by

MOTORHEAD Gramlin - OPM32 - 870 Arcade racing gather A true adrenation rush of a game with a darwell countle of universiting ideas.

MOTOR TOON GP2

SCEE OPMIA BIO ROCKED DAME.
GOOGROUP VISUALS AND A WEST IN IT COURSES OUT IN MR DOMINO

JVC - DPM34 8/10 Putzit gome Philippe Pero, untilind gamepley A highly

SCEE - GPM63 B/10 Puzzle game No Two-Player Mode but still has prepriy to ofter the gameplay purish

MTV SNOWBOARDING

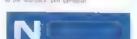
THO OPM53 - M10 - Snowboarding sini All snowboards no leatures present this not correct MUPPET MONSTER ADVENTURE

O MUPPET RACEMANIA SCEE OPM58 9/10 Kert racer
There's weeks of entertainment light for any hero

O MUSIC 2000 Codemasters OPM53 - 9/10 - Music creation
Une of its kind and lotally brilliant to boot This is

O MUSIC MUSIC CREATION FOR THE PLAYSTATION Codemasters - OPMAN 970 Music creation Hundreds of demos to fiddle with A great game

MITY PURE RIDE THQ - DPM64 4/10 - Snowboarding sun The energy of the soundtrack is in direct contrast to the (ald-back dult gameplay)



N-GEN RACING

Infogrames OPMS9 8/10 - Racking gamle Requires total concentration and bags of patience 5 speed stops you dive ling oil its minor faults

NAMCO MUSEUM VOLUME 3

SCEE - OPALS 6-10 Retro compilation sales at and Phopos stand not in another as shrdoop cosmop history

NAMCO MUSEUM VOLUME 5

SCEE OPM26 4/10 Retro compilation weaker than he previous offerings, but plenty of

NASCAR '99

EA OPM39 5/10 Racing game redious course design and just plain du

NA5CAR 2000

EA OPM54 5/10 Recing game A dever well-executed sin but It's still dust

NBA BASKETBALL 2000

Activision - OPM54 6/10 Basketball similar easy to score baskets, but ust as easy to concede them majore this a dame of chance

NBA: IN THE ZONE 2

Konami OPINI6 - 8/10 Basketball sim
A clear improvement over he original in terms of
priprint, gameptay and marism

NBA IN THE ZONE 2000

Konsini 0PMS9 5/10 Basketball sin 6's a said lifty when a game as giftigy as basketbal gets some linto a game as homely as this.

NBA JAM EXTREME

Acclaim OPMIN 7/10 Beskethar sun Souther to the Tournament Edition is all but the

NBA JAM TOURNAMENT EDITION

Accidim OPM3 8/10 Basketball sim
This is a dough tooking but fast and playable coin

OPM15 7/10 Baskettian sens

NBA LIVE '98

EA - OPM28 B/10 Basketball sim
A notice year another washing EA update Try because it off you are

NBA LIVE '99

EA OPM41 8/10 Baskeshal-sim

NULL PRO 90

Kosami OPN/31 7/10 Bassethai om Hintly calaning and and provine hijers if siam

NBA SHOWTIME

Midway 09M55 770 - Basketball stri what it sacks in insister and polish. If makes up-for in pamerplay and septo.

NEED FOR SPEED

EA OPA(5 - B/10 Racing game Rough around-the edges racer with an undernative

NEED FOR SPEED 3: HOT PURSUIT

EA OPM33 - 7/10 Racking game
when if you have car classes with the adder limits
of an excellent two-payer mode.

NEED / ON SPEED PORSCHE CHALLENGE

EA OPM59 BOO Racing game inventive use of a increase literacy offering loads.

NEED FOR SPEED ROAD CHALLENGE

EA OPINGS BILD Racing game Entirently playable eyen if doesn't have the power to compete with Pidge 4

NEWMAN HAAS RACING

Psygnosis OP/M31 - 8/10 Racing sim A brilliant indy air adaptation of Psygnosis

NEXT TETRIS, THE

Haster OPM55 7/10 - Pazzle game 5-ilf mind-biowingly addictive, and an undissuited assic bus liendly an original concept

GTI OPM40 8/10 American footbal sin) One or the most addictive, prayable and Cun sports games to appear in a long time

O NFL BLITZ 2000
Midway 0PM54 910 - American football sim
The mast unputdownable gense to hit JPM
Tony Harks: Skateboarding

PAYS American football sim
The first American football sim
Pays attent Good for

NFL QUARTERBACK CLUB '97

Acuaim OPM16 E00 American kodball se A smart interpretation of American fontball that

NFL XTREME

SCEE OPM39 6/10 American hotball sim-film for both single-player and two-players, but list quite exceene enough for our liking

EA OPM26 9/10 - Ice hockey slift

EA - OPM39 8/10 - Ice hockey sun his kingly familiar but still the king of the sticks.
More violent and lever than its predecessors

NHL BLADES OF STEEL 2000.

Korlami OPM59 6/10 Ice hockey simi. Pour player A and a more stringers approach to

NHL CHAMPIONSHIP 2000

Activision OPM93 8/10 lice hockey similar annount and first-naced action leaves you reduce battered and to used but it also won remine

NHL FACE OFF '99

SCEE - *QPM45* B/10 The hockey similarity and depth and finesse this is a pull-what king market of a paint

NHL FACE OFF 2000

SCEE OPMSS 7/10 for frockey similarly sounds and realistic play, but the graphy's rough or befor Ace has hough

NHL ROCK THE RINK

EA - QPM60 - 6/10 - Ice lockey similar work but it's not

NIGHTMARE CREATURES II

Konanti DPM61 7/10 Norror advector simple good-colleng, aloud thirsay fur that could have open still much atore.

NINJA: SHADOW OF DARKNESS

Eldos OPM37 6/20 30 highting adver-insperient but studies and feets wither out Experienced garders will soon time of 1

NUECEAU STRIKE

Virgin OPM24 7/10 Strategy shooter Ar intriguing and varied opter sins blemistics by

Gremlin QPM35 7/10 Shoot am up



ODDWORLD: ABE'S EXODDUS

GTL - OPM39 8/10 - Platformer A folder fluily but logistics and exchanting game but a bit coul lose to its predecessor

O ODDWORLD ABE'S ODDYSEE GTI OPM24 9/10 Platformer Levely to lonk at nod chock a-block with great

Payglods OPM40 B/10 - 30 adventure A decent game that despill it to retrightently officeruly land territory user friendly

OLYMPIC GAMES

S Gold OPM9 5/QO Sports with william ingolfy over the finishing the way behind themselform. Flack & Freid

OLYMPIC SOCCER

uS Gold OPM8 7/10 Football sim
A realistic but accessible a tempt at the lootie

OMEGA BOOST

SCEE OPM47 - 7/10 Mech shoot 'em up It will beguile you with as pretty exterior before bewildering you with its old school play

ASC - DPA/30 6/10 3D shoot 'em up Fearths chrilling, gargeous thought provoking, but on dather small

OVERBLOOD

EA OPM21 6/10 3D adventure An atmospheric opening gives way to an uninspreng adventure.

OVERBLOOD 2

PBH Systems - OPM55 4/10 RPG Lincks both atmosphere and proyability Avoid

OVERBOARD!

Psygnosis - OPM26 - 8/20 Strategy game A dulf save system but this is a prime plece



PAC-MAN WORLD

SCEE DPM53 7/10 Plotformer P.s. Man has been reinterpreted for the millennin and the result is a decent retro piatformer

O PANDEMONIUM

BMG - 0PM14 - 9/10 - Platforme surfective tooking cutesy platform rome A charact

PANDEMONIUM 2

BMG OPM27 BTQ Platformer Not delife to again that its preder positir was four vite one tell of a gas

PANZER GENERAL

Mindscape OPM4 - B/10 - Strategy war game. The shoddy praphics may put some people of this

PARAPPATHE RAPPER

SCEE OPM23 B/10 Music game

PARASITE EVE 2

Square - 09462 7/10 3D adventure/RPG
The curious hybrid gameplay makes it Internst-inat greyents Eve 2 from being a sotal success.

PENNY RACERS

SCEE - OPM14 5/30 Racing game days - scer white lacks that elaste distalled for

PET IN TV

SCEE OPM38 S/10 Tamaspotchi gamer foo edious for kids, soo unrewed ling for arbeits

PGATOUR '96
EA OPM2 8/10 Gall vin
A well produced and additive galling experience
to not as good as Everybody LGall

PGA TOUR '97

EA OPMIZ 7/10 Golf sen fers more of the same but a still a top of the

PGATOUR GOLF '98

EA 0PM28 7/10 Golf will whet worth a rook if you don't have pily of the orthors in the worley not won't upgrading, though

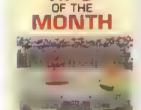
PHAT AIR EXTREME SNOWBOARDING

Fursoft OPM36 5/10 Snowboarding slint A leastly and allegented control system provides

PHIL OSOMA

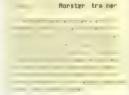
SCEE - OPM4 - 500 Shoot emup

A jack of all shoot emups which proves a maste-



RPG





PITBALL

Time Warner DPM13 - 7/10 Sports sim DPMcult to get lists at first but becomes un those who persevere

PITFALL 3D: BEYOND THE JUNGLE

Activision OPM32 7/10 3D platformer A good, solid platformer hat makes admit able use of the Uting developer.

O PLAYER MANAGER 2000

O OPM58 9/10 Football management may not have a MM s sunny disposition but it PLAYER MANAGER SEASON 98-99

Infograntes OPM42 8/10 Football management that place stat fors one George Graham wannabes everywhere

POCKET FTOHTED

virgin OPM38 8/10 2D beat 'em up roof that 20 beat 'em ups are a worthy aircenative to polygonal puglish:

POINT BLANK

SCEE OPM32 - 7/10 Lightgur gami-Not as bechnically impressive as Timo Cross, but consider he same computative gameputy

POINT BLANK 2 SCEE OPM50 810 Lightgur garde Point Brank remaint an entirely intiger sulf and the privatery reason to own a lightgur

Hashro - OPM55 5/10 Retro artisde game Retro gaming of its most siz kingly Average

POOL ACADEMY

Jbi Soft OPM60 4/30 Pool similarly physics work put fine, x's the clumbs

POOL HUSTLER

Sunoft OPM42 6/10 Pool will bringledy acks the value's during the objects of authors receiving for out and out fun

Grentin - OPM40 B/LD - Pool sim
5 ic-estfully manufactures angle pace position and access. Sept in JVC - OPM53 - 8/10 - Puzzle game Resident Andrew Statement and Men Anderson

POPULOUS: THE BEGINNING EA OPM44 - 8/10 - Strategy game While It acks the immediate fun of C&C it will

PORSCHE CHALLENGE

SCEE - DPM19 - 8/10 Recing game middles he exit are time of de are ade jount with the resultant of a seri

POY POY

Konami OPN31 - 7/10 - Puzzle game Salo mode acks spirit but peay it with friends and

Konami - OPM42 - 7/10 Puttle ginne As an opdate si's disappoin log, out still very good multiplayer fun

PREMIER MANAGER '99

Greenin OPM43 7/10 Football management Fine for purisiva bu nothing new to offer abour task year's effort

PREMIER MANAGER 2000

Integrantes OPMS7 6/10 Footis management
Jespine its face if a remains old-skupt Not smight enough to tackle . MA Manager. PRO 18 WORLD TOUR GOLF Psygnosis OPM46 8/10 Gott sim

If you're looking for a good serious got sim

you we found it PRO PINBALL: BIG RACE USA

Empire - DPANS - 3/10 - Pinball sim Great graphics but pointless and reducing PRO PINBALL, THE WEB

Empire OPM9 7/10 Pinball sim Only offers one able but sure plays a mean PRO PINBALL:TIMESHOCK

Empire OPM30 7/10 Pinball simi Best pushal sim to date 1 slight y too familia

PROJECT OVERKILL

Konami - OPM12 7/10 Shoot entitle or H biasi em-all over-the shop title with gums and

PROJECT X2
Ocean OPM15 7/10 - Shoot 'em up
Self-consciously old skoot ZD blaster But still good
for pent-up aggression

PSYCHIC FORCE

Acclaim OPM20 - 7/10 Best em op Standard stuff apart from a truly tilgarre floary cumbat system, that is

PUCHT CARAT

PBH Systems OPM51 - 7/10 Puzzier Provides a fresh shart on the Taito puzzie regend that is the Bust A Muse series



0*RERT

Hashro OPM58 4/10 Puzzie/strategy garre Oto outdated and, most importantly, very borney Proof that at chings retro are not good

Activision OPM52 10/10 - Shoot 'em op Bow betgre ple indisputed god of tim perso



Infogrames OPM59 4/10 Pizza detivery still Another imissed opportunity for an old broade Poyourtle to be updated and improved

O RAGE RACER

SCEE OPM21 970 Arcade acer southing a roade accer southing a roade accer with species by med quintiplinary and slich visuals.

RAIDEN

Ocean OPAI2 7/10 Shoot ern up Seminal arcade biast brought frome Will Categ, yes, but fail

RAINBOW SIX

Red Storth OPM52 S/LO Action/adventure and Nave Been a intenties but in the Several key flews render it reconstitutionally average A

RALLY CROSS SCEE DPM21 7/10 Racing game numerically frustrating at New but does ofter a

RALLY CROSS 2 SCEE OPM44 6/10 Racing game.
This enthusiassic racing game is resent ally develop.

RALLY CHAMPIONSHIP EA OPM56 7/10 Racing game Exactly this is an proade vacer in a sinvice body A Plane - missipoilere

RALLY MASTERS Infogrances OPM39 - 7/10 - Racing game cooks a bit clib-vs-but is an election of the hyper called of Colin McRae 2-0

SCEE OPM21 7/10 Racing gains
A good but limited races which dute benefit from a few more tracks and a steppes tearning larger.

Ubi Soft OPM1 1/10 Platformer Nice to look at and challenging, if a little

RAYMAN 2 THE GREAT ESCAPE Jbs Soft OPM62 8/10 Platformer A slick smart and well thought-out cartoon arbent ire with plenty of tricks up its steere

Acclaim OPM63 4/10 For racer
With so many better fun racers about there's not
pempelling reason to waste your cash on this

RC REVENGE

Accium OPM63 5/10 Fun racer A tevr single-player shrills, but it analys let down by a obor Multiplayer Mode DEADY 2 WILMING

Midway - OPMS4 - 77.0 Boxing game A genuinely funny and extremely-stylish boxing game, hall 5 fet down by its control REBOOT: COUNTDOWN TO CHAOS EA OPM32 7/10 3D shoot em ap

ystem lend weight to this 3D bilister but we we een it all before.



DATABASE

REEL FISHING.

Crave OPM35 6/10 Fishing similar before way to get in or the inventue at ion Just don forget o pack a couple of majoristicks.

RESCUE SHOT

SCEE DPM61 5/10 Lightgur game. A decent introduction to lightgur games for the yourser gamer out not a cassin.

O RESIDENT EVIL

Virgin OPM8 - 9/10 30 adventure philling, blood-drenghed action mixed with flendish

O RESIDENT EVIL 2

Vergin - OPM31 9/10 3D adventure A classic game that's every bit the equal of its Pustrious predecessor Not long, but great

O RESIDENT EVIL 3: NEMESIS

Eidos OPM55 10/10 3D adventure quae simply bill and A believable enginermin toti of evil adversaries and flendish pozzies

RESIDENT EVIL: SURVIVOR

Eldos OPM58 6/10 Shooting game the inclusion of a Save Game feature would have

Accusin OPM57 4/10 R/C racing game A distinsionally easy game which betrays defin stors of having beek rustice out.

O RIDGE RACER

SCEE OPMI 9/10 Racing game
If with the quintessential Prayshation racer in its
day 5:10 not bad for 620

RIDGE RACER REVOLUTION

SCEE OPMS BID Racing game
Approved the visuals a little adds a couple of new
restorm, and, hat's about

O RIDGE RACER TYPE 4

SCEE OPM45 9/10 Racing game | you're timed off by engines you'll find your

THE SAMURAL GUNMAN

Agetec OPM55 5/50 3D adventure

RIVAL SCHOOLS

Virgin OPM40 8/10 - Beat em up Perfectly intanced jumeplay with an excellent two

ROAD RASH 3D

EA OPM34 7/10 Motorbilling game Anove sversue arradey lacer A matter of taxte

ROADRASH: JAILBREAK

EA OPM59 4/10 - Mutarbilling game Yest post its sell by date, racking even the add was at a half decent modern racer

R0/4054155

Titus OPMS3 S/10 Racing game Sor windertellament to be had but a thoroughly

Psygnosis OPM43 9/20 Future racing game Ematte handling may assente racing ou lats, but play it on two player and you'll soon ge mooke.

O ROLLCAGE STAGE II
SCEE OPM37 920 Februre racing game
Racers don get much more exciting than this
Whill improved graphics and expanded gamentay

RONALDO V-FOOTBALL

Integrames OPM60 1730 - Feetball sim

in Ronaldi hierself in never really lives up to its
darily promise yet is stall strangely competing.

RONIN BLADE Konami OPM54 6/10 30 adventure A very good lidea, but the execution could have been so impth better

ROSCO MCQUEEN

SCEE OPM27 7/10 Pratformer Word make your raw drop, but loozes playability

SCEE OPM45 870 Short em up An inplaced, uprated 2D shooter which doesn't do a for that previous versions haven." But it's fine

Virgin OPM37 B/10 Shoot 'em up Flamming great. I you know who Jason King is you'll think this is fab.

RUGRATS

THQ - BPM44 4/10 Platformer/adventure A disappointing re-working of occasionally effective TV Only for those of a single-floure age.

RUGRATS: STUDIO TOUR

THO OPM60 6/10 Platformer/adventure Not bad. But neither is it brilliant. Definitely an improvement on the lass release.



SAGA FRONTIER 2

Square OPM58 8/10 RPG Atones for its lightweight story by feeding you chocolate-coated strategy with a hardcore centre

SAMPRAS EXTREMETENNIS

Codemasters OPM9 7/10 - Yennis sim
A good-but-not-brilliant tennis sim which acks the

Jbi Soft OPM36 8/10 Racing game A grean racing game than will give Elecule Becakers a run for its money

Psygnisk OPM18 - 7/10 3D adventure A fascinating, in-depth dependence marred only by the foutrating control system

Ubi Saft OPM41 6/10 Mech shoot em up Not quite as good as Mech Warrior 2 competent

SHADOW MADNESS

SCEE OPM55 6/10 RPG flavic stop-gap for the more dedicated RPG Jan

Acclaim OPMS1 &10 30 adventure Rises above the typical 30 adventure besics and boasts a characoping psycho-ques.

SHANGHAI TRUE VALOR

Suntoft OPM42 6/10 Oriental pursier Solid, nicely varied version of a cidsalo game

TRQ - OPMS6 - SAQ - Beat 'em up Baoly let down by its controls and poor-presentation. Nice ideal shame about the execution

SELECT GOMBER

Studio 3 OPM62 7/10 Shoot 'em up Wel presented and enjoyable, there's pleaty of fun to be had here but can be very Prostrating

Konani - DPM48 10/10 Survival horror A stumbling genre defining adventure

SIM CITY 2000

Maste OPM32 7/10 Strategy game Poor looks and addinate gamepity clash to this

SKULL MONKEYS

EA OPM30 7/20 2D platformer Polityled and ployable, but ultimately repetitive

SLAM 'N' JAM '96

BMG OPM9 5/10 Basketholf sim Offers an arright-list one-player mode, but is overstadowed by finar titles

MTV - 0PM18 6/10 Shoot 'em up Flat barren utilmorring blaster which thinks It's origina. But it isn't

SLED STORM

EA OPMSI 870 Snowmobile game
A cheeky couldful of sumps, short-tuis and tricks
with ice Unpertentious and highly prayable

SMALL SOLDIERS

EA OPM40 5/10 Platformer Nothing to do with the film and an extremely ump game to do don't right

SMASH COURT TENNIS

SCEE OPM34 6/10 Tehnis sim Colourfur and qualint but top slow and fiddly fo-

SNO CROSS CHAMPIONSHIP

Crave OPM62 8/10 Winter sports sim
A slick, fun and well presented racer that knocks along at a fair old pace. Well worth a look

Ocean OPM32 8/10 Winter sports sim Combines the ments of skiling and showboarding to

Eldos - OPM20 - 6/10 - Football sim Rollisking end-to-end action slightly compromised

SOUL BLADE

SCEE OPM19 - 8/10 30 beat em up

LEGACY OF ICAIN
Fidos OPM43 9/10 3D action/adventure New garmipility tricks and an amazing structure make it a close second to Tonso Raider

Acclaim OPMS4 3/10 First-person shooter Fun for a while, then you realise the unspeakably repet over gameping is never going to change

SOUTH PARK: CHEF'S LUV SHACK

Acctain OPM54 3/10 Quiz Game
You can have more fun with a pub quiz machine than with Issac Haves being a bit rude SOUTH PARK RALLY

Accisim - *GPM56* 570 Kart racer Ptenty of sub-games and hidden secrets, but there are better karting games out there

EA OPM23 - 7/10 - Combat Right sini it's short and unoriginal by offers an addition blast while it insis

SPACE DEBRIS

SCEE - OPM55 6/10 Space shoot ent up A solid and extremely challenging shoot em up but the whole concept is a touch risted

SPACE INVADERS

Activision - GPM55 - 5/10 - Arcade shoot 'em op This game will leave a parisariem stalln on the rose lined glasses of even the most dedicated far

SPEC OPS: STEALTH PATROL

Take 2 - OPMS7 - 4/10 - Stealth fem up units of good ideas, but seemingly put together with minimal thought

SPEEDBALL 2100

Empire OPM64 7/10 - Follaristic sport Good gamepias without longerity. A missed apportunity to bring a classic lists the next century

O SPEED FREAKS

SCEE OPM49 9/10 Kart racer
The concentration on participally is refreshing or less air you could want from a culesy racer

Activision - OPM62 9/30 Adventure
Addictive adventure that grips you to the end,
Spider Man is a joy to play, and it tooks great

Empire OPM61 - 6/10 - Puzzle game
A fairly decent puzzle game, but you'd be betteoff wish one of the original Bust A Moves

SPYROTHE DRAGON OPM39 8/10 - Platformer ing and superbly polithed bus spolled by a

ack of challenge party on

O SPYRO 2: GATEWAY TO GLIMMER SCEE OPM52 10/10 Platformer As trill landly balanced as it is sweetly pretty and

as close as you're going to get in perfect

STAR IXIOM

SCEE OPMS7 - 7/30 Space shool fem up frames add to a simple fly-and-shoot formula to shrowling everything it can at it.

STAR OCEAN THE SECOND STORY SCEE OPMS7 700 RPG An enjoyable RPG that's hampered by its scripting

STARTREK INVASION Activision OPM62 4/10 - 3D space shooter Star Trek games shouldn't be this much fun, Invasion is the definitive 3D space shooter.

O STAR WARS EPISODE I:
THE PHANTOM MENACE
Activision OPM46 9/10 Action/adventure
The Force I strong in this one A highly successful crossbreed of genres

STAR WARS EPISODE I:

JEDI POWER BATTLES Activision OPM58 7/10 Action/adventure Slick entertaining and ominiently playable

STAR WARS: MASTERS OF TERÂS KÂSI

Virgin 0PM32 - 6/10 - Beat fem up A beat em up sheep in Star Wars - othing Enrovable but not perfect

Spoilt by a twitchy and awlowerd cordrol system and a lack of finish,

RACER OF THE



STREET SCOOTERS

Eon OPM63 6/10 Racing game The makings of a brilliant game, unfolleds surappy and unfinated

STREET FIGHTER ALPHA

STREET FIGHTER ALPHA 2

Virgin OPM23 - 8/10 - 20 best em up More proof that there is a place for 2D institution

O STREET FIGHTER ALPHA 3

Vingin OPM44 9/10 - 20 beat fem in I you hink gameplay is more important textura-mapped paivigons, consider his a l STREET FIGHTER COLLECTION

Virgin OPM30 B/LO Best em up propite boing a bit of a mosed oppor unity, this is a little slice of garning history

STREET FIGHTER COLLECTION 2 Virgin - 0PM45 - 7/10 - Beat 'em up There is titute that's new here. I you love Street Eighter games, add two

STREET FIGHTER EX 2 PLUS

Virgin - DPM59 3/10 Beat em up The Lightly (alld-back pace removes the lirgency of its 2D siblings, 1's a Lad too easy

O STREET FIGHTER EX PLUS ALPHA Virgin - 0PM25 910 3D beat em up 1 you were a fan of 572 this will seem file a second honeymoon

Jbt Soft - OPM13 - 7/10 - Racing game Pollshed cartoon graphics and good, hone gamepiay mark this races.

STREET SKATER

EA OPM44 8/20 Skateboarding sim
A solid unashamedly-artade effort. Not bad, but no
competition for Yony Navik s

STREET SKATER 2

EA GPM58 8/10 Skateboarding stm Fun to play and guaranteed to keep you going until your thumbs blister

Virgin - OPM63 - 6/10 - Side-scrolling kill 'em up A good game which doesn't last long enough

EUIKODEN Koriami OPM15 7/10 RPG Histrikinic Japanese RPG malarkey Recommender

SUIKODEN II Konami - BPM57 - 7/10 - RPG Follows the RPG bluegrant with panache

SUPERBIKES 2000

EA - OPM57 - 7730 - Motorbliking sim Could have been superb, but as it stands it's fast, gratifying and, if slightly limited, fun.

EA OPM55 4/10 Motorbiking sim-Falls as both a racing game and a stunter due to

O SUPER PUZZLE FIGHTER 2

Virgin OPM20 9/10 Pizzir game Fans of the gerve will find this almost perfect

SYDNEY 2000

Eldos - OPM63 7/30 - Albielics um cood-realing, bet dismarely urbaned Good by but it doesn't quite clear the final burdle.

O SYNDICATE WARS

EA - OPM21 9/10 Strategy/action game A superbly atmospheric dark and challenging title

SYPHON FILTER

SCEE DPM47 - BAO Shoot emula It's repliete with great features and engrossing set pieces, but a bit senter

O SYPHON FILTER 2 SCEE OPM57 WIO Shoot em up A taity formula that had been savingly updated will more varied pace and inspired subtricties



TARZAN

SCEE OPMS1 7/10 Platformer

TEAM BUDDIES

SCEE OPM63 7/10 Cite 30 blaster
1 you can handle the orcastmany indicrous
distinuity levels and the repetitive swearing, you

SCEE OPM2 9/10 30 beat 'em up A metrospitos Intrumenta, in the early success of

O TEKKEN 2 SCEE OPMIT 10/10 3D beat 'om up Simply the perfect beat iem up. Full of great highters, impres and visuals

O TEKKEN 3 SCEE - OPM36 10/10 - 30 beat 'em up The best lighting usine in the world folary

O TEMPEST X
Interplay OPM25 9/10 Shoot fam up
Tough, smooth, nippy and above all segondary
Haster intensely exciting

TENCHU Activision OPM38 7/10 Action/adventure Emigraphic list altimately insited

TENCHU 2: BIRTH OF THE ASSASSINS

Activision - OPM63 7/10 Action/adventure Loves points for being little more than a mission pack for the original Great Mission Editor charge. TERRACON

SCEE OPM62 - 8/10 Platformer This is a colourful polished title, pappered will neal touches. A pretty, fun platformer

EA OPM28 7/10 Racing game longeous-looking, fast and fun bull tacks depth

TEST DRIVE 4X4

EA OPM40 7/10 Recing game Enloyable off-road humps and jumps, but can be trustrating. Jumplely lacks sufficient depts

TEST DRIVE 6 Cryo OPM59 4/10 Racing game It's not swen as good as Test Drive 5 (OPM40)

THEME HOSPITAL EA OPM31 8/10 - Strategy game Quirty, original amusing, very clever, b occasionally frustrating

EA OPM1 8/10 Strategy game Beaut-fully-presented business sim calling for

THEME PARK WORLD EA OPM56 B/10 - Strategy game Great rides and wifty graphics form a fine update to a perennia have

THIS IS FOOTBALL

SCEE OPM53 7/10 Football sim
At times this in the most trostrating game in the
world. Get your hands or ISS Pro Evalution

THRASHER SKATE & DESTROY

Take 2 - OPM54 8/10 Skateboarding s An excellent game but not quite up to the Mandard of Tany Hawk's Skateboardina

THREE LIGHS

BMG OPM33 8/10 Football sm Purist's football game, written by fans for fans

TIGER WOODS 2000

EA - OPM56 S/10 Golf sm gnore the icence and silck graphics and buy Everybody's Golf Instead

TIME CRISIS

SCEE - OPM27 B/10 - Lightgun game The groundest bloodlest lightgun shoot 'em up

TINY TANK

SCEE - OPMS6 - 6/10 - Shoot 'em up/platformer Preasurable but never threatens to demand more than an evening or two of your time

TOBAL NO.1

Boasts a full frame-rate and sound grasp of 3D but acks authority

O TOCA TOURING CAR CHAMPIONSHIP

Codemasters - OPM27 - 9/10 - Racing sim Realistic and un with goral graphics and sound

O TOCA 2: TOURING CARS

Codemasters 0PM40 910 Racing sini An improvement on the original One of the best racing games out there and lots of fun

O TOCA WORLD TOURING CARS

Codemasters OPM62 10/10 Racing sim-Remercible from much fun TDCA 2 was * Double if and add fore 9470 is hon-step racing excisement

TOKYO HIGHWAY BATTLE

THQ - OPM19 7/10 Racing some Passable urban racer with the added twist that you have to drive through tracks:

O TOMB RAIDER

Eidos OPM33 10/10 30 Adventure
The perfect training of action and exploration

O TOMB RAIDER 2

Eidos OPM26 10/10 3D adventure Whold have thought it could get better? Links politing as lovely as ever 100

O TOMB RAIDER 3

Eldos OPM40 10/10 3D adventure or reduble Stunning, Massive Tell leep you playing

O TOMB RAIDER THE LAST REVELATION
Eido: OPAIS, JOI? ISD Jeventure
Jinkoubtedly our *avgurite in the series

SCEE OPM36 8/10 Platformer Puzzies and bizarre togic make ,his extremely appending A wolcome surprise

SCEE OPM59 6/10 - Platformer These days we demand more from our platformers have simple pig-beating

TOMORROW NEVER DIES

EA - OPM54 - 5/10 - Adventure/shoot em up A classic example of a wasted apportunity

O TONY HAWK'S PRO SKATER 2
Activision OPM63 - 9/10 - Skateboarding sim
Not so much a game as a way of osing entire
weekends trying to master the tricister's art

O TONY HAWK'S SKATEBOARDING

Activision GPM50 970 Skateboarding slint of you've a skater title is exactly what you we been walting for A hupely-entertaining game

TOSHINDEN 4
Studio 3 - OPM60 3/30 Beat em up
the presentation and multiple garne moder
no cover for a lack ustre lighting game

TOTAL DRIVIN'

Ocean DPM25 8/10 Racing game
A large vanely of tracks and cars, but it doesn
guite work as a single game.

O TOTAL NBA '96
SCEE OPMS Y10 Basketball sim
The perhet combination of accuracy and
crasability Sweet hoop dreams

SCEE OPMI9 9/10 - Basketball sim Better motion about and a few graphical (weak-kee) 70(s. on top

TOTAL NBA '98

SCEE OPM34 8/10 Baskethan sim Realism wins over ease of play, but It's still up

TOY STORY 2
Activision - OPM54 BAO 3D platformer
Graphically strong packed with great characters
and mild enough for all the family

TRANSPORT TYCOON

Ocean - OPM20 - 6/10 - Strategy game Set up and run all ransport network Marginal ,

TRAP RUNNER

Knami - 0PM47 - 610 - Strategy game
If you're after that unadulterated retro feel and
you're not short of a bob or two

TRICK'N SNOWBOARDER

Virgin - 0PM55 - 7/10 - Snowboarding sim Better than MTV Snowboarding but acks the

TRIPLE PLAY 2000

EA OPM47 7/10 Baseball sim
I s appea remains sadily/newtobly limited

TRUE PINBALL

Ocean - OPM4 - 7/10 Pinball sim
A comprehensive simulation of the pinbal experience with many modes

TUNNEL B1

Ocean OPM10 8/10 - Shoot 'em up visually accomplished blaster which from mes as

TWISTED METAL

SCEE OPM2 7/10 - Driving game Air gals and small treat for two privers but

O TWISTED METAL 2

SCEE OPM37 9/30 Driving years Stuffed with detail and thetifled, addictive action



O UEFA CHAMPIONS LEAGUE

Either (Ph. 3 a.) Exettion in Marries the instant appeal of EFEA with the limiter of moves in ISS Pro. Plays like a distant

O UEFA CHAMPIONS LEAGUE SEASON 9900

Eidos - OPM57 9/10 Football sim

UEFA STRIKER

Higgrames - OPM52 - 8/10 - Football sim Emphasis enough, but a few too many flaws to make it a verious intenses

UM JAMMER LAMMY

SCEE - OPM30 - B/10 - Music game A seriously entertaining spectacle system els you going to get a lamb playing a chainsaw

ADVENTURE OF THE MONTH



Birth Of The Assessing Activision OPM63

Steelth adventure

URBAN CHAOS

EMOS OPM57 8/10 - 3D adventure A compulsively playable adventure game



O VAGRANT STORY

Square OPM60 - 9/10 - RPG to cite and new to cite and new to cite and new to compare to both old and new ning styles, but essentially its still an RPG

VAMPIRE HUNTER D

JVC - OPM60 - 3/10 3D adventure An ageing, irrelevant mush of manga cliches and

O VANDAL HEARTS

Konami - DPM20 9/10 RPG A careful blend of blot Animation it's a bit dated now, hower

VANDAL HEARTS II

Konami OPM56 8/10 RPG This console strategy game actually delives Expect many liquits of RPG-scented fun

BEACH VOLLEY HEROES

GTS - OPM34 - 8/10 - Arcade volleyball sim A very pleasant surprise Simple but tots of fun yet a feed round

VIB RIBBON

SCEE OPA62 7/10 Music game
with a badly drawn burny along a wire to the
round of music (sugely innovative highly enloyable

VICTORY BOXING

JVC OPM14 B/20 - Boxing sim
A thinking man's beat lem up with plenty of long

VICTORY BOXING 2

JVC OPM38 - B/10 Boxing sim One of the besi in this admirtedly limited genre Fight font will rove it.

VICTORY BOXING CHALLENGER

JVC - OPM58 6/10 - Boxing stm Not exactly out for the count, but there's not

Activition OPM34 7/10 Driving game E-byabe in two player bursts, and sharp-to-king Twissed Alexas 2's better though

VIGILANTE 8: 2ND OFFENCE

Activision OPM55 6/10 Driving game Offers very little that's new or exclusive You're center off with Cently Taxon Rancon

VIRTUAL POOL

Interplay = 0PM16 = 8/10 | Pool sim 5 (perfoly-invented and robustly-playable but acking beer stained batze

VIVA FOOTBALL

Virgin - 6PM42 - 7/10 - Football sim Begs of history, buckets of rioscalgia but still only

O V-RALLY

Dear OPM21 9/10 Raily racing game. Fine visuals and a piethora of tracks and care unbined to near-perfection. (I's quite tricky to

O V-RALLY 2

Tologrames - OPM47 10/10 Rattly racing game Four-player Mode, a great Track Editor a genuine sense of speed. Lifer rattlying? You'll love this.

VR BASEBALL Interputy - OPM21 5/10 - Saseball sim

VS

THQ - OPM34 7/10 Beat 'em up Not the best but sufficiently different to be worth he ashing perce

V2000

Acolier - OPM38 7/10 Strategic shoot em up Not recommended for the inexperienced or casual gamer Otherwise It's not bad



WACKY RACES

Sub-stondard racer that it have you feething and

O WARCRAFT 2

EA OPM22 - 9/10 - Combat strategy
More depth and detail than C&C but perhaps not

WARGAMES: DEFCON 1

EA OPM35 B/10 Shoot 'em ap Unchattenging, but there's plenty of missions and dual scenarios

WARHAMMER

EA OPMIZ 8/10 War game
A tough charlenging combination of a war sim and a God game

WARHAMMED: DARK OMEN

EA OPM32 B/10 Strategy game Excellent fantasy strategy game with improveraphics and twentied pamental

WARHAWK

SCEE OPM2 8/10 Combat shoot fem up Addictive and warled stim, providing a difficult but rewarding experience

WAR OF THE WORLDS. THE

GTI 0PM52 6/10 Action/adventure Some great tunes and ideas are married by shoddy

WARPATH: JURASSIC PARK

EA OPM55 4/10 Seat 'ent up
A piteously longettable dino lighter that sinds worth your time or money

Exiss - OPM45 - 9/10 - Real-time strategy Without a doubt the best real-time strategy gammavaluable for the PrayStation

WCW MAYHEM

EA OPM53 - 7/30 - Wrestling sim
N: cases but if you ergoy the razzle and of
dramatics of the real thing, this one's for you

WHO WANTS TO BE A MILLIDHAMET

Filedos Interactive OPM64 5/20 Quiz garne fon slow and picky for post-pub aughs too repeblies for a single-player tinst

O WILD ARMS

SCEE OPMIT SIO RPG Silice politished and furl Granted, "s no Fine-Faultary but remains a must for any RPG fan

Interplay OPM37 7/10 Platform Despite (no hype from Shley, that is decidated and not as good as other platformers.

WILD RAPIDS

Eon OPM63 3/10 Canne racer
A case of bally rather than system it is one uncontrollable infligible and doi WILLIAMS ARCADE'S **GREATEST HITS**

GT - OPM7 - 7/10 - Retro compliation Age shall not weary them. Well not much anyway. Defender is attl. the bit.

WING COMMANDER IV EA - DPM21 B/10 - Space shoot em up A huge improvement on the previous titus Plenty of scope and dept:

Prygnosis - OPMI 8/10 Racing game
Orzyping pyrolechnic racter set in the near-future
Marcellout soundtrack

O WIPEOUT 2097 Psygnolis OPMI2 9/20 Racing game improved gameptay and brill-lant link-up option keeps this ahead of rivats

SCEE OPM50 - 9/10 Racing game The definitive figuristic racing game. The three year walt has been more than worth it.

O WIPEOUT 3: SPECIAL EDITION

SCEE OPM61 - 9/10 Racing game A true collector's Hem and a little piece of

PlayStation bistory WORLD CHAMPIONSHIP

Codemissee OPM58 B/10 Shooker in: Enjoy glonously long hours dropping bails into packets versus the best players in the world

O WORLD CUP '98

QPM34 - 9/10 - Football sim a rook a while to arrive but his was the ultimate footie sim back in 98

WORLD LEAGUE SOCCER

Eldos OPM33 7/10 Footbal sim
A tireless worker hat's challenging thoughout No

Ocean OPM2 7/10 Puzzle game Much-admired for its originality thront triffed for its originality, shough it lacks untual style of lasting appeal

WORMS ARMAGEDDON

Hasbro OPM53 - 8/ID Puzzle game.
The worm Addit Liuss formed. It has been turned linto a much more sophisticated game.

WORMS PINBALL

infogrames - OPM55 - 6/10 - Pinball sim Fristure backed but there's a limit to how much purbatl even the biggest fan can take

WRECKIN CREW

Tehtar OPM34 - 7/10 - Racing game white not exactly laxing this is a defaultly fast

WU-TANG: TASTE THE PAIN

Activision OPM53 830 Best em up A twood-swir in ass-willuppin offat intrile since at Straptic mades

WWF ATTITUDE

Acciaim OPM49 8/10 Wrestling shin Even * your not a wrestling fair this remains

WWF SMACK DOWN

THO OPMS7 BOO Westling and ulter gainer may flave more one and flash but tills is a solid no-nonsense stap and grapper

WWF WAR ZONE

Acciaim OPM37 - 700 Wrestling skin.
A good looking, gripping ritie art down by its sul-



X-FILES.THE

SCEE OPM50 3/10 Adventure Relands us why the concept of inter-way the unities, long ago

X GAMES PRO BOARDERS

SCEE OPAM3 - 7/10 - Snowhoarding sim
Pilis across the sport's cool image out repertises
with superficial gamenay

X-COM:TERROR FROM THE DEEP

Microprose OPM24 8/10 - Strategy game very similar to the previous stie, but equally sponsy and competting X-MEN: CHILDREN OF THE ATOM Acculm - OPM32 - 7/10 - Bent 'em up Proficient conversion of a playable accule gover-

that a showing its any

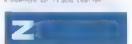
X-MEN: MUTANT ACADEMY Activision OPM63 5/10 - Beat em up.
The bolks say Broody Rody the gamepiles says

X-MEN VS STREET FIGHTER EX Virgin - DPM37 - 6/10 - Beat em up Why set le for styllsed comic-book action wher you can have smooth and Rold action in Tekkin 9



YEH YEH TENNIS Sursoft - 0PM60 6/10 Temis suit A reasonably entervalving arcade temis game Not-nearly as good as Aziaa Kournikova s through

YOYO'S PUZZLE PARK JVC OPM46 7/10 Puzzle game
H won't keep you up 'till four in the morning, Bust
A Move-style but it's good, clean fire



ZERO DIVIDE 2 SCEE - OPM59 - 5/10 - 3D platformer Average, underwhelming lighting garde Will Teacher 3 on Platinum who know what in do

SCEE OPM29 7/10 Strategy garrier

CTI - DPM52 7/LG - 3D publishmer
A real to Guest of a game - vacuous pretty and
you wouldn't say no to a quick grappie with ir



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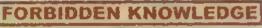
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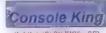


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Dinosaurs are as dead as...? 1. pigeons 2. sparrows 3. dodos.

Notice that the third the price if a stamps. Check with the hillsween.



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No purchase recessary. No postal entries, No correspondence will be entered into. No employees of Future Publishing, Virgin, Alwa or affiliated companies may enter. There is no cash alternative to the prize. Cheating will lead to disqualification. All calls for this compatition 22/11/2000. The editor's decision is final.







Techno heaven. All this leadly staff could be yours if you strike it lucky. And call. You have be call

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superb prize, simply answer this question and call 09013 882252 between 1/11/00 and 28/11/00 with the correct number.



Q: What kind of wind is Jimmy White?

1. Breeze 2. Gust 3. Whirl

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Q: Which dragon is featured on this month's demo disc? 2. Pete's 3. Puff 1 Sovro

so Dragonfly will be in the shops this Christmas for £69,99. Calls cost 25o (less than a steap). Check with the bill-payer before you call. See Competition Rulesay

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winner, simply answer the following question and call 09013 882255 between 1/11/00 and 28/11/00 with the correct number.

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3.9

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Grapple fans listen up: we've managed to get our hands on a whole heap of WWF wrestling goodies. Ten tucky winners will receive one of these WWF Tuff Talking

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ayStation CROSSWOR

Finally, your chance to use that PlayStation brain knowledge and win £200 worth of goodies from the lovely Infogrames, send your answer to 'OPM Crossword 65' at the usual address. First correct answer wins!



CLUES ACROSS

- 2 Mr Hoffman of Pro BMX acclaim (3)
- _ Cross, Square RPG sequel (6)
- Spy_, PS2-bound arcade classic [6]
- Brave 2. Japanese adventure (4)
- 10 Cartoon family who'll be wrestling on the PlayStation (6)
- 12 _ 2, one taking big steps towards a sword-slashing follow-up (7)
- 13 20 fighter that's a 'bizarre adventure' (5)
- 16 Swift speedboat racer (5)
- 19 SCEE's answer to Pokemon (7)
- 22 Tanner can get out if it in Oriver 2! (3)
- 23 _ Exaddus, the second Oddworld platformer (4)
- 24 F1 World Grand _ 2000, forthcoming addition to the Formula 1 market (4)
- 25 The _ Of Darkness, protector of a horrifyingly poor action adventure (8)
- 26 ATV Quad _ Racing, ropy quadblking release (5)

CLUES DOWN

- 1 Company of Metal Gear Solid fame (6)
- Big beast from the Muppet Adventure
- Park World PlayStation fun park manager [5]

1.7

- 4 Capcom's action-packed Dino sequel (6)
- 6 & Carnage _ , at the centre of an absorbing strategy (5)
- 8 How many discs does Gran Turismo 2 come on? (3)
- 11 _ Cross Championship Racing, Sled Storm lone (3)
- 12 Scheming genre like the Command & Conger series (B)
- 14 Strawberry-flavoured spin puzzler? (3)
- 15 Vib_, musical PS1 title (6)
- 17 Maze-based coin-op classic converted by Namco to the PlayStation (3-3)
- 18 The Road To El _ , PSX tie-in to Spielberg's new animated movie (6)
- 20 Konami's Evolution-ary soccer sim (3,3)
- 21 Breath __ IV, a blazing RPG (2,4)

0 4

After completing the crossword rearrange the letters from the seven shaded squares to spell out the prize word. Clue: A bandicoot by any other name

SK

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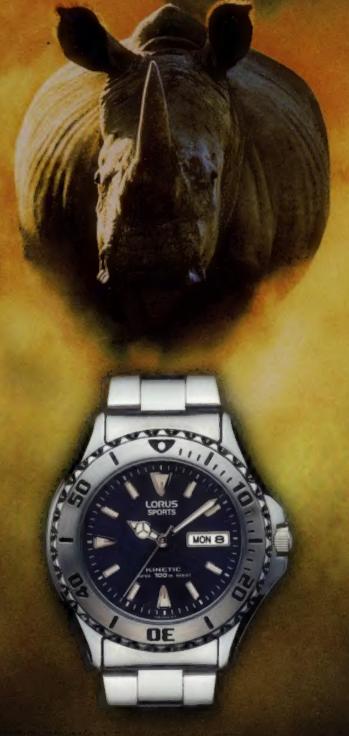


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